

fantasy

SOFTWARE

DOOMSDAY CASTLE

Is an arcade style game
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Doomsday Castle consists of a labyrinth of 76 complexly inter-connected Halls and Passages where you will meet a whole host of adversaries serving the infinitely evil Scarthax, the Garthogs, the Orphacs, the phenomenally nasty Googly Bird and the Ulix which manifest themselves in over fifty unbelievably weird and wonderful guises.

Scarthax has scoured the Universe to bring together the six ancient stones of lifeforce. United in Doomsday Castle they are being used to wield an irresistible power over the cosmos, emanating waves of corruption through every galaxy.

To save the Universe, you must battle your way through the Castle to find and collect the six stones and use their force against Scarthax to destroy Doomsday Castle, hopefully escaping yourself before the final cataclysmic explosion. The task is not easy (saving the Universe never is!) and it will take you many games to unfold the structure of Doomsday Castle and discover the locations of the ancient stones. The addictive arcade style action will keep you coming back to play but the overall challenge should still keep you occupied for months.

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Spectrum

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**WTA TOURS FOR
BURN ABLE FANG
BLACK HISTORY**

[illegible]

PERSONAL COMPUTER GAMES: MARCH 1987

33 E1000 COMPETITION

4.7 SPECTRUM CHALLENGE

With over 1.2 million in the long-term care industry, providers need to know the language of the industry to ensure a successful transition.

50 KING KONG

Keywords: child sexual abuse; disclosure; disclosure strategies; disclosure barriers



14 SPECTRAVIDEO

#1 NINETY NEW GAMES

Underwater Game of the Month for the Spectrum. This is the COMMODORE 64 ZAXI Adventure and it's the all the latest action from the GIGAC VHS 28 PROJECT and 1579. Get your hands on the information given their website.



11.3 公共地址网中的路由

130 FREE LISTINGS

INFORMATION Changes to this month's category listings
WBA-2-000 Minor small enterprise program
CHAM-0-0 Year with the Queen with Queen
WBC Fashion Police, a program to ferret the cause



29 MANIC MATTHEW "We want the loudest teenage woman who will do the classic 'crazy' thing. 18 to 24 years."

1000

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1979). These findings have implications for the role of the family in the development of the child's self-concept. The family is the primary source of information about the child's worth and value. The family's attitudes and beliefs about the child's worth and value are reflected in the child's self-concept. The family's attitudes and beliefs about the child's worth and value are reflected in the child's self-concept. The family's attitudes and beliefs about the child's worth and value are reflected in the child's self-concept.

Personal Computer

GAMES

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WHICH KONG IS KING?

We compare 11 contenders

**ET AND
RIDDLES
COMPETITION**

10 winning games must be
chosen for Commodore 64,
Atari, Spectrum, C64,
Amstrad, and

SPECTRAVIDEO

Future-proof fun machine?

JEFF MINTER

How to write brilliant games

33 PAGES OF GAMES REVIEWS

Via 28 Screen Shots • ZX81 kit &
Game-of-the-Month colour poster



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in the evil Zeron underground Metropolis and escape before red hot lava floods the city. Watch out for the Zeron's bone crushing slaves they want to tear you apart. If your oxygen or power supplies run out you're dead.

In **Road Racer** (on 16K) you'll find out if you're skilful enough to drive on a lawless track of death defying speeds and reach the black and white flag in one piece.

Gold Rush (on 16K) is no walk over either. Underneath the wane planet of Cron is a vast cavern full of gold and demons.

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In **Blockade Runner** (on 16K) the earth is under siege and you must get life saving supplies through.

When you've avoided the dense meteor shower the moving laser barriers the space mines the tractor beam units and the alien warships you'll be good enough to

try the other 5 skill levels.

River Rescue (on 48K) will run away success on other formats. It's now available on Spectrum. You'll have to navigate the widest and most dangerous river on earth in a powerful patrol boat. But keep a sharp look out for the killer crocodiles. They haven't eaten all day.

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WINTER BEEB SHOW

Seventy exhibitions drew over 20,000 visitors to the studios for BBC Micro User Week at the Westminster Exhibition Hall.

Some of the major software houses were visible by their absence, performing silent their dealers do the selling. Acorn soft was sadly named and Program Power was demonstrating only though software from both companies was available at other stalls.

Alpaca was showing

Combarion which was also at the show along with Soft ware Innovator's new 3D space game Voron.

The success of the show has prompted organisers Database Publications to hold a further five shows in 1984, one in Manchester and four in London.

The next exhibition runs from 29 March to 1 April 1984 at the Westminster venue. Further details from Database on 061-456 8585.



ELAN GAMES ON THE WAY

Fast pictures

If you get fed up waiting for the graphics to draw during your favourite adventure game, you may be interested in a new release for the Spectrum from Pippin Associates.

There game *Colada* features optimal machine code routines that draw the pics in under a quarter of a second.

Pippin Associates are also bringing out four new arcade games including a Kluge derivative called *Killer Angels* that features rather attractive animations. The programs cost £5.95.

The Elan Enterprise due to be launched at the end of April, looks set to become the best new games machine of 1984.

With the Reader IQ, promising to corner the low-cost business/applications market, Elan have been quick to turn their attention to the home games player and close links with Intelligent Software have given the machine a firm footing in the software industry.

Keith Elliott of Intelligent has been commending program houses on Elan ahead of details of the operating system, are slowly in the hands of game programmers across the country. Delivery of pre-production models is under way.

According to Elliott, software houses have given the Elan specification an enthusiastic welcome. He is also understandably pleased that Sinclair have moved up market. It goes as a very clear man, he said.

Software to be released at the same time as the machine includes three adventures and a program to convert programs on BBC and Spectrum files to run on the machine with little or no modification.

Machine code programs for these machines may also be converted so you can run programs being considered for release at the end of this year.

Alan Mason, director of Software Projects (distributors of Manus Mover) was quick to endorse the machine's potential. 'I think it's going to be a wonderful machine, and obviously there's one program that must go on it.' Other companies looking at the Elan include Imagine, Mikro-Gen, and Ultimate.

Elan claim that the machine is still on schedule for an April launch. Suppliers will initially be limited, and the company will be aiming to build up stocks for next Christmas in addition to meeting current demand.

For an 8-bit computer the Elan offers an impressive specification perfectly tailored to meet the games player's requirements.

The basic machine comes with 64K RAM, built-in joystick, microphone, mouse and excellent graphics capabilities. A 128K model is scheduled for release in July.



US game prices cut

Prices of top selling American programs for the Commodore 64 and Atari computers have been slashed in a bold market move which spells good news for British buyers.

Zaxxon, the weekly favourite from Dataeast which has been at the top of the US charts for the past year, has come down in price from a hefty £29.95 to £14.95 making it great value for the Atari computer. For the Commodore 64, *Papermaged* GWA Int'l's *Mane* also from Dataeast are available at the same price.

How have Commodore's British distributors managed it? Geoff Brown explained from the company's Birmingham office that it had been done by persuading the American manufacturers to take a cut in their profit margins in order to increase sales. The products have been re-packaged to make certain changes and to cut costs.

Also in the shops from Commodore are three programs by US company Cosmos: *Conquest of Atlantis* and *Slinky* for the Atari, and *Fortitude* for the Commodore 64, all three on sale at £9.95.

Does this mean that all imported software will now be sold in price? Geoff Brown thinks it does. 'I'm not everyone will follow suit,' he says.

Sinclair QL:

Business only?



Games software businesses fighting shy of the new Sinclair QL despite its impressive specifications.

A spokesman for Ultimate, producers of *Atari Atari* and *Jet Pac*, rebuffed the feelings of other companies by pointing out that the average family will have difficulty in meeting the £400 price tag. Concern has also been expressed about the retail profitability of the machine.

The only software house which said it was definitely producing games for the QL was Paces, which put together the study packages supplied with the machine.

Even so, because of time and time and resources, it is unlikely that any Paces games will become available before the end of the year.

The QL lacks the comprehensive sound facilities of machines like the Cric and Commodore 64, offering the user nothing more than an advanced beep command. With the increasing role played by sound in games software this may be a disadvantage in some programmes.

Pirate software

Playfair's new release *Red and Pirate* is a new departure for the company.

Rather than their usual puzzle software this program is a mixture of shoot-'em-up and strategy. As captain of Red Beard 2, you manoeuvre through space seeking loot.

The problem is in controlling the potentially monstrous crew. There is also the little matter of a malfunctioning navigation computer. The game costs £1.95.

BBC Correction

The listing of the program *Calculus*, in the BBC pub brochure for the February issue of *Personal Computer Games*, was printed with part of line 1050 missing. The line should read:

```
1050: 00000000 00000000 00000000 00000000
1051: 00000000 00000000 00000000 00000000
```

We're really sorry about this error. However it won't have affected people who loaded the same program off the cover disk.



£1,000 MICRO 40 PRIZE WINNER

A *Evolution* micro program, now from Zenodon, has become the first champion computer Go player of the world.

This title and a cheque for £1,000 were bestowed on 39-year-old Hiroshi Probyls, who has program to play the oriental board game, beat seven others in a tournament sponsored by Acornsoft in London last weekend.

No such tournament has been held anywhere in the world before, even in Japan where the game is played by over 10 million people.

In Japan Probyls Go strongly would put him among the nobodies but here his programming expertise paid off, confirming what has been found in computer chess programming ability counts more than game ability.

He wrote his program in early in Basic on an Acorn hobby computer it to a BBC Micro as required for the tournament. On the BBC machine he was also able to take advantage of resources and the very fast Basic to produce a speedy program that surpassed human Go players with the quality of its play.

But it will be a long time before it can seriously challenge humans who have played more than a hundred of games and in any case Acornsoft, who have decided to gove more seriously but cautiously into the intelligent games market, will not be publishing the program for at least a year.

When, and if it does appear, it will include a demonstration and instruction module for new players.

STOP PRESS

Amazing games exhibition

A terrific games exhibition is being sponsored by Personal Computer Games for the Easter weekend.

It's to be held at the Solihull Conference Centre on Friday Saturday and Sunday April 20-22. Dozens of program companies will be demonstrating their latest games, and there'll be stacks of prizes and unbeatable offers.

The place will also be packed with celebrities because on the Saturday the Radio One News Marathon is being broadcast live from the exhibition hall. It promises to be an unforgettable occasion. Full details next issue.

Bug-Byte's new Miner

Bug-Byte hope to have a replacement for *Manic Miner* in the shops by early spring. The program to be called *Manic Miner* will be a multi-level game for the Commodore 64.

Nasty things will happen to Cabbage Patch Dolls and many well-known figures in the computer industry will be kidnapped. The program is written by Wayne Quinn, who is not a Hollywood cowboy star but a 18-year-old Liverpoolian.



WHISPERING HORACE

I am becoming increasingly worried by the disturbing habit of putting programmatic pictures on cassette sleeves. First we had to look at the anonymous Virgin mob and I had to try harder; then there is a photo of a well-known bearded fellow staring at me from the cover of *Discover*. The caption says this man is called 'John Gibson', but I have my doubts.

No recent bad I recovered from this shock then I was contacted by the marketing features in the company of three other business programmes, in a full-page advert for Imaginet.

It really is most upsetting. Where is it all going to end? Had we not read about sensitive young men in drag, away from his machine, screaming in terror, before software houses realise their responsibilities?

'Software portability' takes on a new meaning with a seasonal offering from *Ballpark*.

Having failed in their efforts to launch the game *Auto Chess* in time for the Christmas market, they're bringing it out now - as *Auto Chessy*...

John Phillips of Bag-byte has been screaming in fury at me following our suggestion last month that former Bag-byte colleague Alan Mason had been promoted to marketing manager before leaving to set up his own software house. You see, John himself is marketing manager, and so for Alan: 'He was promoted from gilly bag packer to slightly older gilly bag packer. That's all'.

I of course hastened to pass on to Alan this devastating statement. The over-packed gilly bag in my life, he replies.

'But I'll say this. If John Phillips came up here and asked for a job I wouldn't give him one. We've shared about all his childish blatherings.' Wonderful to see such a spirit of friendship and cooperation descending.

I hear from Taurus-based software house, Travell, who at present (they were) through in trying to choose their name. After much non-searching they narrowed the field down to two. One of them, Travell, was finally agreed on - it's *Thunder Rabbit*. While's middle name, nothing to do with Supermen's dad. The other name, only just rejected, was *Washburn*.

I hear that a number of publishers currently housed at Her Majesty's expense have been making an important contribution to the games software industry. At *Microwood* Scotland they wrap, catalogue, and pack the cassette for Rabbit Software.

This company appears to have a strong hold over the understate markets, some of whom have backgrounds of extreme violence. 'They'll do anything we want them to,' said Rabbit's Terry Grant meaningfully.

Other software houses should immediately take out life insurance.

What on EARTH is going on at Imaginet? Whom have reached me that so-called star programmer Eugene Evans (your time claimed income £40,000 a year) left the company in a halfhearted but one software house - and then flung back two weeks later to re-join, and compile his outrageous Populists.

'Well,' I asked him, 'did you leave?'

'I may have done,' he said. 'Three again, I may just have gone on holiday.'

Search hotspots up for game of 1983

A group of judges is faced this month with the near impossible task of naming the 1983 game of the year.

The award is one of 10 being sponsored by the Sunday Times and VNU, publishers of *Personal Computer Games*.

The three games which PCG has nominated for the title are *Pinball* from Ultimate Play the Game; *Master Blaster* from Software Properties and *Planetfall* from Acornsoft.

Pinball was chosen because of Ultimate's famous graphics. We thought that in terms of originality and fun, a just beat the other Ultimate contenders such as *Conquer* and *Jet Pac*. (The latter Ultimate games are ineligible because the competition is limited to 6 lines on sale before November 1, 1983.)

Master Blaster more or less selected itself as about the most entertaining action-packed game around last year.

The third choice was less easy. But Acornsoft have come up with a large series of excellent copies of the best single games. We decided one should be included and since *Defender* is everyone's (well almost everyone's) favourite space game, that left us with the BBC game *Planetfall*.

Other nominations which the judges will consider are the year's administrative adventure games, *Witchcraft* and *The Mobster*, *Art Attack* from Quadrivis, and *Zorro* from Imaginet.

One game which we would like to have nominated is the remarkable *Serve-Min* simulation from Paces. Unfortunately it's ineligible because a VNU employee was involved in writing it.

The winner of the award will be announced on March 28 at a ceremony in London's Royal Garden Hotel. The winner will be presented with a special Personal Computer Games trophy. All in all 1983 was a remarkable year for games. Yet already 1984 is proving to be better.



Competition result

The winner of the competition is our December January issue in 14-year-old Graham Stevenson of Ayr, North Ayr.

He puts up a complete £1,000 Colour Disc system including portable colour TV, cassette recorder and desk drive.

As if from answers to the competition there is more to be a prize.



At 18, star-programmer Matthew Smith says he's over the hill.

Peter Connor, 27, takes notes and worries about his pension.

MATTHEW SMITH

THE MINER DESIGNER

When I arrived at Liverpool's Lime Street Station one gray December afternoon in 1983 the first thing I noticed about Matthew Smith was that he wasn't wearing any socks. Hadn't he earned anything from writing the top-selling type-train game *Miner Miner*? Couldn't he afford socks?

As I later found out, my worries were unfounded: he certainly had made some money. But Matthew is not the ambitious fellow of programmer—the editor and hustler who leads us on his push to become a *Fortune* 500 list 17th birthday.

Instead he is an unassuming but confident teenager who is ready for even more success as far as WWF, the next installment in the *Miner Miner* saga hits the nation's screens.

At the offices of Software Projects, the new company in which Matthew is a major shareholder, he told me how he'd first become interested in computing. I'd been keen on electronics building transistor radios and so on, and five years ago my parents gave me a Tandy for Christmas. It only had 4K of memory and unattended Basic, but it got me hooked.

Like many others involved in Liverpool computing, Matthew joined the 'Tandy users' group based at the local dealer's shop. 'We used to hang around after closing,' says Matthew. Fortunately the manager was an enthusiast as well.

He pursued his interest at home too, and at the age of 14 wrote his first commercial program: a version of *Galaxy* named *Orbit Tower One*. It took me weeks to write it. I think it sold 13 copies and I made about £50 profit.

It was just an average game, he added modestly.

Average or not, the game showed him that there was a living to be made in programming. Through his contacts in the Tandy shop he began to score business and accounting programs for companies in the Liverpool area. It was that business work, which saw him through the period after leaving school



"I don't want to be a star... I just want the acknowledgement I think I deserve"



in October 1992.

"I didn't like school," says Matthew, "and didn't like me." Still, he managed to pick up an average 10-12 levels.

It was only in April of last year that Matthew first got the Spectrum, which has brought him fame and fortune. By this time he'd become associated with Big Eyley, and it was for them that he wrote Eyley, his first successful game program. In this previous journey to the places of Greek mythology an experienced eye might be able to detect the germ of *Alonec Miner*.

Before starting on the Herculean task of creating *Alonec Miner* Matthew went on an inspirational slacking trip, "which seems odd since he describes himself as 'naturally lazy.' It must have done the trick, though, because he was able to come back and spend eight solid weeks on the new program.

He followed a demanding routine, getting up in the evening, working until midnight, sleeping for a few hours and then going back to the computer. It doesn't sound like his new life to me.

Matthew's approach to programming is straightforward. When I got the Spectrum, I worked out the limitations of the machine and then decided to write a program to go to the limits.



'I'm not interested in flash cars, the money has just made it easier to be lazy.'



He actually wrote *Alonec Miner* on a Model 4 Tandy with a Megabyte hard disk and then transferred it on to the Spectrum. It's more efficient, like that, says Matthew, "because the Tandy and the Spectrum both have the 6502 processor and there's no waiting for loading and saving.

I asked him if he had had any other help with *Alonec Miner*'s impressive graphics. No, he replied. I drew them out myself on graph paper. Art was one

of my father's subjects at school.

Alan's father, though, was not originally Matthew's idea. It came first of all from Alex Miron, his partner in Self-way Projects who suggested the idea of a figure tunnelling down. Matthew turned this upside down and the result was the game all Spectrum owners know and love.

That last thought for a moment was *Alonec 44-er* but like many great creative ideas, someone else got there just before

them. Whatever the name, Matthew was confident of success. "I was pretty sure it was a winner as soon as I finished it.

He took a two month holiday after *Alonec Miner*'s completion in which he says, "I just went to bed at night. But there has been a little rest for him since his return to Liverpool. In September a follow-up to *Alonec Miner* was released and over months in various magazines. And so, over the tablecloth, Peter White was born.

Matthew has found things rather difficult with Wiley. The program you really have to enjoy writing at a computer all night, he said, "but I'm getting too old to change the hard wired.

However, despite the weight of his 15 years, Matthew is pleased with what he's achieved so far. "I like Wiley." I think it's got about three times as much into the program as in *Alonec Miner*. He describes it as being in the style of an arcade adventure, with graphics developed on his own special software.

Again he's confident of success. If it reaches number one, he predicts, that he doesn't think it will stay there as long as *Alonec Miner* because there's too much good competition around nowadays.

Let Set Wiley be happy to bring Matthew even more publicity yet the role of our programmer is not his wanting to play. "I don't particularly want to be a star," he says. "I just want the unknown. Indifference I think I deserve for writing good programs."

Part of this recognition likely to be a lot more money - to go with the £20,000 even he has already banked from *Alonec Miner*. But there won't be any more games. "I'm not interested in flash cars and that kind of thing," he says. "The money has just made it a bit easier to be lazy.

After another slacking trip, Matthew expects to start thinking about a follow-up to let Set Wiley - perhaps to be called Wiley Meets the Tardis. He also intends to look programming up on the Spectrum and other machines using the BBC, opening up a new market for more Wiley.

Looking further ahead, Matthew's future is uncertain. He is sure, though, that for now, always, he's a games designer. Programming games won't keep me going for the rest of my life," he says.

So what next? He hopes to take a closer interest in the business side of Software Projects and doesn't rule out the possibility of studying Computer Science, when I'm too old to program. That might not be too far away since he says I'm a bit over the hill already.

And what about those "rockers"? Obviously Matthew's Search has enough pocket money to buy a few thousand pairs.

I only wear them occasionally, he says. "When it's very very cold." Some how writing *Alonec Miner* seems to have warmed the parts that other computer games don't reach. ■

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Computer games come in many different types, but these can be divided into a few broad categories.

The most common use of ARCADE games. These aren't just games that you see in the arcade, but any game in which you use the computer keys and/or a joystick to control directly the movement of a character or objects on the screen. Arcade games themselves fall into several different categories, too, but let's

Then there are ADVANTAGE games. The main difference is that to get things to happen you have to actually type in instructions rather than just press a key to go left or right. That means that advantage proved at a slower pace. These challenges is to do with brain-power, not finger-power, and a good one can keep one occupied for months.

In recent months, the dividing line between adventure and arcade games has been blurred, with portables and even moving pictures being introduced to adventures, and arcade games being written on adventure themes.

Then there are STRATEGY games. Examples of these include games in which you control the fortunes of a country at war. The program might present the player with maps and statistics from which he will have to make his decisions.

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CLASSIC ★ SCREEN CLASSIC

Our choice from the Good Buy charts this month is a Vic 20 all-action mega-zap

GORF

Scott Hart attacks when you let this one fly. A classic, and a classicable, game it is a trifle. The idea is to let the game take it's own path, and then you step in. The idea is to let the game take it's own path, and then you step in.

The idea is to let the game take it's own path, and then you step in. The idea is to let the game take it's own path, and then you step in.

You have to blast a few holes through the ground to get a shot off the danger of yours, so that the aliens can get a shot back at you. The firing is a slight different from the rest, you cannot see a common enemy, but must wait until a bullet has hit its target before firing another.

This is, in fact, an advantage rather than a drawback, making the game much more challenging. It's a tricky business dodging the invaders' bullets, especially when it gets down to the last one, incoming, basically across the screen. Bonus points can be scored at the stage for hitting the red mother ship which floats across the top of the invaders.

Once you've got rid of these nasty you move on to Mission 2, Laser Attack. This screen is a classic, and a classicable, game it is a trifle. The idea is to let the game take it's own path, and then you step in.



In each game, the aliens will like to move, but you must wait until they are in the way. As well as avoiding this thing you also have to get out of the path of the incoming Calamity.

It's not easy. But in fact you'll master this in a few days and you'll be able to play it for hours.

Here the screen displays a number of pulsing, colored lines radiating from the center of the picture. Two ships appear, speed toward you getting larger and then drop their nuclear bombs on you.

To succeed here you need nerves of steel and an eye sharp enough to get the ships in that infancy. If you've got what it takes you will eventually reach the fourth and last screen, Flagship.

Once again you are protected by a laser field but this time you must try and blast the spaceship, moving overhead. Naturally you are under constant attack from the ships' bombs. The difficulty here is to move the required direction on the Flagship's control panel quickly. It depends on what sort of timing which I have yet to master.

Given the limitations of the Vic 20 a game machine, Gorf's graphics are impressive. The sound is also good with variable loud, popping noises. At £18.95 for a cartridge Gorf is very good value indeed.





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1998	300	30
1999	320	32
2000	350	35
2001	380	38
2002	400	40
2003	420	42
2004	450	45
2005	480	48
2006	500	50
2007	520	52
2008	550	55
2009	580	58
2010	600	60
2011	620	62
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11. *Journal of the American Medical Association*, 2000; 284: 2689-2695.

Flowchart				
PTC 15 minutes/leaders	Yes	at 15p	Total 1	
PTC 15 minutes/leaders	No	at 15p	Total 1	
PTC 15p - 15p/Chairman		Total at 15p/PTC		

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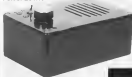
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This means the puzzle has a similar feel to the famous Black & White film strip. You can only fit down on a computer - the puzzle has a very small feature which moves that when you slide a new square which would otherwise be held off the picture appears on the other side.

The program is packed with features aimed at making it easy to use.

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A remarkable program is being released this month offering 486 Spectrum owners a unique new puzzle and the chance of winning one of 46 superb prizes.

Flix is a game in which you have to reconstruct a picture by sliding its rows and columns of jumbled up squares. The puzzle is simple to operate but incredibly difficult to solve.

In its conception with Software the producers of Flix are launching an incredible nationwide competition to build down the best picture to the last.

Just look at the fabulous list of prizes we're offering to those who win. 41 Grand prizes have selected they will be in the best number of prizes.

What a chance! owners of Personal Computer Classic can use the CD number printed on the package to buy Flix at a huge discount.

The competition works like this. When you get your copy of Flix, one of the pictures it includes will be a jumbled up drawing featuring the logo of Software and Personal Computer Classic. Your task is to reconstruct this picture.

Each computer's instructions and rules will be included with the package. But you can do a lot more than just reconstruct the competition. The package allows you to enter any screen picture you like and jumble it up. So you can lead in the special screen from any of your favourite games.

All in all, Flix is a beautiful program in its own right and should provide you with hours of interesting fun. But with the exciting competition we've lined up as a bonus, we reckon it's going to be the puzzle of 1986.

● Picture screen capture

● Competition prize registered



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● Picture screen jumbled



● CANNY SCOT

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Our intrepid reviewer, Peter Connor, braves fireballs, deadly custard pies and vertigo to answer the burning question

Are you a man or a mouse? An enormous hairy gorilla has just stolen your sweet little girlfriend. Can you save them and let this mountain ape kick sand in your face? Or will you let your puny little muscles, get your teeth and go off to the museum?

If you have no stomach for the job then there's not much point playing any of the many Kong games now available, because this is a game that takes guts. The diminutive hero must pit his wits and agility against the brute force of his screen adversary: it's been against him as you try to get beauty from the beast.

Levack gorilla

The original inspiration for the Kong game was, of course, the film *Kong* in which blonde starlet Fay Wray was abducted by the levack gorilla. Kong followed her to New York and sought refuge at the top of the Empire State Building where his downfall was eventually brought about by the rather primitive US Airforce.

When 30 years later, Kong appeared as a game in the arcade the Empire State became a land of old gorillas. The gorilla, though very strong, on several different screens, thus providing a variety of dangers for the player to negotiate before sending Kong to his doom and providing himself worthy of the girl.

Barrels and fireballs

These obstacles vary slightly from game to game but they are essentially the same. First of all Kong rolls barrels down a series of inclined planes up which the hero is trying to climb.

To avoid them the hero is gifted with enormous jumping ability and one of the main points in any version is how well your man hops. Is he smooth? How far can he go? Can he jump backwards?

There are just a few of the questions that the dedicated Konger will ask himself before even considering whether a game is worth buying.

Other hazards to be found on this first level, especially dangerous when trying to climb the ladders linking the planes, are fireballs, these are more troublesome than barrels as they have a habit of following you. Finally in this case are the hammer, often hanging around with which you can quickly banish an enemy ape.

On the second level the player is usually confronted with the problem of conveyor belts which move him in the direction of a rat of beating it. In some versions, though, this obstacle is a pe-

WHO'S KING OF THE KONGS?





factory with initial control being a mix of what's personally being control.

Furthermore, the problem is how to get to the top of a series of unconnected paths. The only way up is to jump on bits as they move up and down. Must be a bit to say there are always next a few turns passing you.

Happy ending?

On the fourth and usually final level the hero has to reach a small or strange, most of paths (leaving out the path which support them). If he succeeds, King himself is his death and he gets the girl for evermore. What happens then is not really our business here.

For the basic game the most interesting is the actual in Donkey Kong for the Atari. You might expect that, but even so it is a remarkably good game. The graphics have a clarity that is worthy of the arcade work, impressive colour and sharp point. King himself is a more looking realistic, who looks like a cartoon character. The girl who is the cause of all the trouble seems well worth fighting over in her purple and blue dress.

Not that Mario the carpenter is also a very accomplished figure. In fact he is one of the most successful figures in computer games. His running and jumping are a joy to behold, and he will even given a little really joyful work jump backwards in King the sort of thing controls for a lot of time good having a game where your main can't jump over a barrel.

Smart ape

The second two in the version is playing with jump, force and good sound effects. All the features of the arcade game are there in updated graphics. At the top level the ape even switches up enough horsepower to switch the clock from side to side, making your task just that little bit more difficult.

However, not everybody has an Atari and not everybody who does is willing to look at a small screen for the software. But owners of other machines need not despair: there's no shortage of Kong-like looking games.

For the Spectrum there are at least three versions available. One is a Kong has long been a best-seller and it's a big no-brainer to see.

The graphics are clear with strong bright purple, yellow and blue. You can himself in quite cute as in his trademarked, but Kong under turntable looks more like a yellowing than a brownish gorilla.

All the necessary obstacles are there. On level one the barrels come running down pretty quickly but once your man is in good jumping it's not too difficult to overcome them.

Level two is a bit puzzling. Are those things on the conveyor belts meant to be barrels? Or are they preposterous? What if falling off possibly? I'm sure I don't



'This is a game that takes guts'

know what they are.

The last two levels hold no surprises except that the girl seems to disappear from time to time making you wonder why you're going through this hell.

But it's gratifying all the same when you knock out the last guy and send the ape for the King himself.

Moby's *Killer Kong* is of a similar standard. The graphics are very clear and colourful in red, green and yellow. The rather unattractive girl is exactly half green and half yellow. The look here is plain thing, slightly boxy legs but despite his handicap he's a game player.

Kong stands at the top, glowing with his hand on his hips like an angry mother in law. When you get to the top of the first screen you get a big hint from the girl and two pretty heavy approval.

A casual introduction in the version on the replacement of the hardware (Donkey Kong for the use of the home hardware). They must be a sewer house scene.

Gorilla war: - four
screens of Kong's adventures from
Tropic Bottom to Donkey Kong, King
Kong, Killer Kong and Killer Gorilla.

There is a shade of green I've never seen in MicroWorld.

The most impressive feature of this game, though not a word which is much better than any of the Spectrum King.

Convincing

Killer Kong from P.B. starts off very well. The title page displays a disgusting, by convincing picture of a dancing gorilla. This can lead to a certain amount of disappointment when the game has loaded since the old Kong is a rather ordinary figure with no such bright, angry detail.

Your man is not too impressive either, although he jumps well enough he doesn't look as if he gives a damn about running the girl. On the other hand, the fact that he has a name - it's not half bad and seems worth the trouble.

The game, though, does have some engaging features. With a barrel, drop on your head and you meet your Maker, a glorious appearance on which is an accident. I.P.

The game starts quite slowly but gets much faster as your man moves through the levels and the pace conveyor belts and lifts. On the whole the game is well up to scratch.

Too fast

Colony's *Willy Kong*, also for the Spectrum, was unfortunately almost called *Willy* by name. *Willy* by name. The graphics in this game are not half bad and *Willy* himself is an engaging enough fellow even if he does seem to have his hands and behind his back, and to be doing deep knee bends. The problem is that the game is far too fast. It took me a long time to reach level two and then when I finally reached the program was ended on my.

The first player screen sees a Kong less rather a tough there's not as much shown as for the Spectrum. MicroWorld's *Donkey Kong* for the Dragon 32 is an impressive version, so the blurb says it's a barrel of fun.

You have a very tiny little man trying to move a very big little girl. The gorilla is big and blue and gleefully rolls out the barrels. The graphics in fact are good throughout this game but it's the sound which is especially fine with a soft, soft, soft as a barrel.

All the usual obstacles are there as well as the usual human objects, such as the young lady's handbag. A nice detail is the, falling L, which means you when your looking time on the bottom is about to run out. A drawback is the Dragon joystick, which is not self-correcting, it's very difficult to keep on track of your man.

Even on a screen can play the game on one game at a time. Screen Software's

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Only Kong. But they should only buy it if they're absolutely desperate to make it around with a Kong - there's no sports option and you're forced to use the divided Atari version keys.

Unless the headphones of your brain are opposed to the mental position you will find it very frustrating. There's also a worryingly long gap between pressing the space bar and your men jumping.

The graphics don't make up for the unresponsive controls. The barrels are empty circles and the big K barrel is just the most outlandish. Furthermore, when you stay inside long enough to get to the top of the first screen, you find out you have to go through it all over again. I'd rather spend an hour in the age house at London Zoo than play this game again.

Smooth action

As far as I know there's only one screen available for the BBC. Fortunately its excellent Program Powerseller Gameforce features the best graphics except for the Atari of any screen.

The colours are very bright and the action is really smooth. The background is in a constant shade of bright red, while your path is a pretty little Dutch-flocke. Sound too is very good although it can become annoyingly repetitive if you don't quickly use the program.

There is the conventional order of screens, since you have three for King on the highest level you start all over again but in a much faster speed. There are few more satisfying barrel breaks in the business than Roller Gameforce.

Age increases with a Commodore 64 we have with rather more choice the quality though doesn't match the quantity.

For instance, the most striking point about Arriving a Kong is the size of your men's nose. It is an enormous wobbling protrusion which rather distracts your attention from more important issues.

Another curious feature is that instead of a hammer for breaking you're given a mallet as if you wanted to create your old dream Kong out for a game of croquet.

On the other hand level one does have some good gaming drawbacks which keep out of their way to grab you. Your way though isn't easy to control sometimes becoming very annoyingly at crucial moments.

Moving

Kongo Kong from Megal also has rather unimpressive graphics but they are at least very clear. Your smart man emerges from a little pink house and is very easy to control. When he gets to the top of a screen a heart appears and a level three from TekuKong is played. It's very moving.

This screen is quite slow on level one but does get much quicker. On later screens there are some original features such as bonus birds and magic keys. Overall it's a pleasant version, scoring

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GAME: KONG £7.95

MACHINE: COMMODORE 64

GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

GAME: DREAM KONG £5.95

MACHINE: BBC

GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

well for playability.

Superiorly, Chucky Kong is very disappointing. The graphics look like something for the first colour ZX81 and the sound is little better, consisting of a repeated Laurel and Hardy tone. The girl is an unimpressive creature with red lips, purple and Kong is no more attractive; they seem a good match. It's worse than I'd let hope.

The verdict

So which Kong is King? There are reasonable versions available for most machines but few outstanding ones. Despite the choice for Spectrum and Commodore 64, version 64 single game is clearly superior. Atari's game has ob-

GAME: KONG £5.95

MACHINE: SPECTRUM 48K

GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

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GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

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MACHINE: BBC

GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

GAME: DANGER KONG £8.95

MACHINE: DRAGON 32

GRAPHICS	5
SOUND	5
EASE OF USE	5
LASTING INTEREST	5
OVERALL	5

vious advantage but when you consider the price of Atari software enthusiasm might wane. The choice then falls on Program Powerseller's Roller Gameforce for the BBC, which stands out for the quality of its graphics and its smooth playability, thus Kong is certainly no slacker. ★

Steve Cooke experiences the exciting games potential of the new machine from the East

SPECTRAVIDEO

It always happens at parties. There you are, indulging the virtues of your little 3.5-inch Spectrum BBC. One of whatever when up comes some lumpy chundering a guy and asks who then probe all the stars that by announcing the death of the British computer industry.

Our native hardware manufacturers, he says, are about to turn tail and flee like lemmings in the face of the Great Oriental Invasion. What can you do? There's no gun and sword down his throat, or even with overthere he says.

If like me you'd just spent long weeks playing with the Spectracolor, you'd find yourself agreeing with everything he says. It's not just that the Spectra video is a great machine: it's an excellent unit, and must be considered a serious contender in the sub-\$200 home market.

Indeed with a built-in joystick and excellent graphics including the Spectra video board tailored for games, players

The trouble is the machine's useless unless there is a good supply of software either currently available or on the horizon. To put it bluntly, if you buy a Spectrovision today, will you be looking around in six months, asking:

A quick glance round the country's major software houses indicates a good deal of optimism in the Spec trading, with many programmers waving green about the machine and what they hope to do with it.

On course of action I tell them no one will make it. But potential buyers can take comfort from the fact that the machine is already a legend in America, that production lines in Hong Kong are rolling with satisfactory operational efficiency and that a new company has just been formed in the country to handle distribution.

There are already 20 titles available on cartridge and cassette and negotiations are under way to commission further programs. An adaptor can be bought to run Commodore games and the MOS standard could well attract a hoped-for software base over the next couple of years.

The machine comes in a secure package complete with all internal power supply, internal cassette, modulator to provide signal to a TV and all necessary leads. One nice touch is the inclusion of an aerial splitter so that you can leave your TV antenna plugged in along with the computer and select either at the flick of a switch.

Click switched on, the system changes a blue-screen logo on to the screen and

adds some scrolling colour effects in an attempt to impress you with its virtuoso display.

Having introduced itself, the machine then gives the system and dumps you a basic command menu with a bright blue background and white text, a copyright message and a rather ominous note about its effect that you have only just read under 15K of memory free for those 600,000 bytes.

For a UK machine this comes as something of a disappointment. IBM is taken by the display and although the accompanying literature claims that a streaming VGA is now available, this is little optimistic. A RAM upgrade is however already in the plans.

At this point the first time you will pick up the manual and start plugging it a few days in an effort to find out what he can do with his (11). He is in for a couple of months.

The last surprise is the keyboard. Despite the poor reputation attached to rubber keyboards the Spectravideo's is pleasantly responsive and reliable in operation. The top-row is well thought out and there are five handy redrafted function keys, each with a second or third alternate above the Shift key.

The current addresses of these keys are flagged at the bottom of the screen. If you're used to a Spectrum or an Oric, for example, you'll find entering these programs on the Spectrums a bit more awkward.

The current psynark is a very useful address: both for games playing and for adding program lines. All this begins has an instant internet handle.

The second surprise for the first-time user is not such a pleasant one. The manual supplied with the BW 318 is exorbitantly laid out on a sturdy ring binder. It impresses confidence by its appearance but the contents can only be called a disaster.

If you are familiar with Basic, you will be one more advantage with it once you've read the manual. Sample programs are listed with missing lines. There are frequent suggestions about how to avoid misunderstanding, and last and not importantly the manual gives a totally inadequate explanation of the features of *Basic on the Beach*.

The manuals have apparently been stolen, but you should check that this is the case before you buy.

The poor standard of the documentation is all the more deplorable as we have the excellent version of Basic available on the machine. The Spectrum has a tried and tested hardware configuration that gives the programmer easy access to routines, sound and graphics. So time across areas could be on the way.

With a machine like the Commodore 64, the hardware is let down by the limited basic commands available and you have to spend a lot of time running and running about in the memory to achieve the desired effects.

[illegible]

In addition, there are a number of special functions for string conversion: `atoi` and `atof` for reading a float and integer, and `itoa` and `rtoa` for writing a float and integer.

[illegible]



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Look for the BBC version — **WHEELS** and **THE TRAIN GAMES** will be ready for you soon.

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2. **THE TRAIN GAMES (400 Speed)**

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GAME: 3D MUNCHY
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: ARM SOFTWARE
PRICE: £1.95

3D Munchy is a fun and enjoyable game based on Pac-Man but with a number of

variations that succeed in giving new life to an old idea.

The game takes place in a simulated 3D space and you have to beat the clock as well as the ghosts. This is made particularly difficult because not only do the ghosts move quite quickly, but from time to time they dig holes in the maze which you can't enter.

For this reason you are provided with

three shovels with which to fill in the holes but each shovel can only be used once.

Using power pills turns the ghosts blue, with the usual results, but time is short and you are advised to stick to the task of clearing the maze rather than waste it allowing the opposition.

I have to admit to loss of interest in Pac-Man-type games, but I did enjoy

GAME: PROTEANS
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: OR TECHNIQ
PRICE: £1.95

Proteans is a fast and furious version of the old arcade favourite Galaxians in which you have to fight off the enemy

sweeping storm with your rapid-firing laser.

The scenario in this case has you landing on the planet of Pelagava, whereupon you are viciously attacked by hordes of Proteans dropping their deadly Clapnet bombs.

These Proteans really are very nasty creatures, they fire so quickly that it takes a long time before you get through between the second wave.

Even more threatening than their firing speed is the Proteans' habit of coming down on the ground and waiting if you don't finish them off quickly enough.

After a brief rest they return to attack leaving an impenetrable stream of Clay-coat bombs - quicker reloads than mine are needed to contend with this kind of thing.

The Proteans themselves are a rather type creature in a variety of heights

GAME: VORTEX
MACHINE: BBC
JOYSTICK: OPTIMAX
CATEGORY: ARCADE
SUPPLIER: SOFTWARE INVASION
PRICE: £7.95

Vortex is a fast 3D space shoot out

where waves of attacking alien ships speed towards you from the centre of the screen. Aim and pass on. The display uses the Beeb's high resolution mode and runs black and white.

You control your craft, positioned at the bottom of the screen using the A and B keys to move left and right. Your speed increases steadily the longer you

manage to stay alive, as you plunge through space subject to the ever-varying attraction of a black hole.

After each attack wave you find your self in the middle of an asteroid storm. Your lasers are omnipotent and the intruders run out from the centre of the screen. They are not easy to avoid and like everything else they get faster as the

GAME: DAWDLERS
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: AUGARA
PRICE: £7.95

Dawdlers is really a version of Space Invaders with a few innovations.

You fly a plane over a mountainous landscape using the A/B/C Space and Shift keys. Enemy aircraft may be dispatched using either your nose or tail guns as appropriate and these are fired using the Return and Copy keys.

Hostile gun emplacements take the occasional pot shot at you, which must be avoided if you are not to lose out of

your five lives. The game map also be bombed using the Tab key.

No surprise to the fan Space Invaders addicts but every so often you find yourself flying over a lake, and this is where the game throws a few original touches.

A range finder flashes up at the top of the screen and as soon as it shows you've dropped your bombs, which, with any

PGG HIT • PGG HIT • PGG HIT • PGG HIT • PGG HIT • PGG HIT • PGG HIT • PGG HIT •

GAME: CHUCKY EGG
MACHINE: BBC DRAGON
SPECTRUM
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: A & P SOFTWARE
PRICE: £7.95 (SPECTRUM £9.95)

Chucky Egg is an excellent game available for three different machines. The BBC version has better graphics than the others, but the Spectrum and Dos versions are quite acceptable.

The screen is divided into levels joined by ladders and is patrolled by three ducks who move up and down the ladders in search of piles of corn which the ducks consume.

You control a little man whose task is to collect a number of polder eggs as quickly as possible and preferably before the ducks have polished off all the corn.

Once you have cleared the screen you get a bonus depending on how much corn you have managed to save. There is also a time limit and ignoring it costs you one of your five lives.

There are eight screens and the further you progress the more complex the screen layout becomes with moving platforms, ladders going nowhere and eggs hovering mysteriously in mid-air. Oh, and I forgot to tell you, the ducks may look cute but they'll eat on command.

There is an options option on this game, but two marks out of ten to A & P Software for allowing you to choose

your own movement keys.

Not all the keys are available and forbidden keys will vary from machine to machine, but this flexibility adds greatly to the enjoyment of the game. If only other software houses would follow the example.

Chucky Egg is a simple, highly addictive and great fun to play. It's great for kids and computers enough for adults, it's worth a try, really. **SC**

GRAPHICS	5
SOUND	4
EASE OF USE	10
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	8



• BBC • BBC • BBC • BBC

3D Maniky

Because of the limited number of screens available and the large number of holes you have to plan your route carefully if you're not going to end up trapped in a corner.

The key layout is sensible and there is a 16,000 3 spent on impossible two hours trying to reach that target, and not 3D.

Maniky's good bag at (4/5)

BC

GRAPHICS	2
SOUND	4
EASE OF USE	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

primary colours. When excited they like to bubble their claw-like legs in anticipation of blowing you to the four corners of the screen.

They come in two slightly different forms and 3D different levels of difficulty by 1 (hardly) at all. But the higher levels of the game is a mystery to me.

The exceptional speed of the game, together with its ear-splitting sound and sharp graphics, make *Maniky* a real

longer version than old favorites

PC

GRAPHICS	2
SOUND	2
EASE OF USE	2
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	2

game program. Collision kills you out of your three lives.

The sound effects are particularly effective at this stage of the game, but there is a short play option should you grow tired of them.

Verdict is a fast, exciting game with some of the better 3D effects available on the home. Recommended. **BC**

luck will bounce along the surface of the lake and destroy the dam at the end.

Attract is also crucial and to increase your chances of a hit you have to move up and down until two dots on the surface of the lake join together.

Then it's 'boom away' - but the program warns you that the range finder was developed in a hurry and therefore doesn't work all the time. **BC**

GRAPHICS	3
SOUND	3
EASE OF USE	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT +





BBC • BBC • BBC • BBC

GAME: Eagle Empire
MAKING: BBC
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: ALIENWARE
PRICE: £19.95

Eagle Empire is a 40-screen version of the arcade game *Pleasure*.

Don't let the lack of originality put you off: it turns out to be a good game long enough to get a dynamic score on but challenging enough to tempt you back for another go.

The first screen features tumbling aliens who yank up about the screen to musical accompaniment, as you blast away at them with your laser.

The Z and X keys move your laser beam left and right respectively, and you



can fire the laser by the fire.

If you get into trouble at any time during the game you can switch on cheats by pressing the Shift key, but you can't move or fire while cheats are on.

The second screen is the same as the first, but your laser is given a repeat fire facility which enables you to chain up

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	3

do a lot to divide more effectively.

In the third and fourth screens you do battle with blue and pink aliens who must either be hit three times, or else hit three times before they disappear from the screen with a satisfying pop.

If you survive the first four screens then you can have a crack at the Master Alien himself. I found the Master Alien a little too eager to give up the ghost, and after blowing my way through four screens I wanted a more exciting show-down.

SC

GAME: CYLON ATTACK
MAKING: BBC
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: A&F SOFTWARE
PRICE: £19.95

Cylon Attack is remarkably documented with ten hit screens of instructions and an impressive status display covering everything you need to know to stay in the game.

It also offers a joystick option, a fully customisable table which can be used to type in, and even a choice of different key layouts for left and right-handed people. All very impressive, but what about the game?

You find yourself on board an Earth supply ship in some randomised corner of deep space when suddenly the Cylons



attack. Can, were you weren't expecting this, were you? Bounced from the middle ship in a small intergalactic conflict your task is to regenerate a settlement with the Cylons by hitting the space bar and blasting them into small pieces.

The Cylons will take the conventional

GRAPHICS	3
SOUND	4
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	3

shot at you but unless your shield energy has run out they cannot harm you. If you start to run out of fuel you may retreat with the master ship during a game and relief, but shields are only replenished at the end of each attack wave.

Despite the excellent presentation of this game, I found killing Cylons rather tedious and repetitive. There is a 4200 score for the highest score, but sadly this program doesn't have much else to offer.

SC

GAME: DIAMOND MINE
MAKING: BBC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: MWA SOFTWARE
PRICE: £4.95

Diamond Mine is simple in concept and the graphics are nothing special, but I found myself spending a long time at the keyboard. This is one of those surprising little games that always earn again to tempt you back for another go.

Using the Z, X, $\uparrow$ and $\downarrow$ keys you must guide a pipeline down through a mine in an attempt to reach the gems that are lying there.

You cannot get the pipe to go back on itself, and you mustn't let it touch the walls. If this wasn't difficult enough there are four little brawlers patrolling the mine who will take a mouthful of pipe if they come across it.



Contact with walls or brawlers results in your pipeline being welded down from the mine, at which point you must start again from the top.

You start the game with a 1000 level of pipe, and lose a length every time it collides with anything other than a jewel. Luckily it's not easy to get lost, you lose depends on how much pipeline has been blown at the time.

GRAPHICS	4
SOUND	3
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	2
OVERALL	3

There are eight jewels to start with and if you manage to reach one the machine gives a whoop of excitement, the pipeline turns blue and the diamond is whisked back up to the top of the screen.

Some of the jewels are linked to reach than others and some move accordingly. There is a score table (which defaults to a challenging 10,000) and a new screen appears if you succeed in clearing three minefields successfully.

Diamond Mine is a simple game but quite a challenge at first.

SC



GAME: DRAGON RIDE
MACHINE: BBC MODEL B
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: SALAMANDER
PRICE: £6.50

Fancy riding a dragon from its lair in the Black Mountains into the wild blue yonder? Of course you do. Fancy play-

ing a slow, boring game written in Basic that's about as challenging as a game of one player Snop? Of course you don't. Well, I've got bad news for you.

Salamander's program just doesn't make the grade. You control a dragon as it flaps ponderously about the screen, and by pressing the B key you can fire at some rather indistinct graphics shapes as they move slowly from the top of the screen to the bottom.



GAME: BLASTOFF
MACHINE: BBC MODEL A + ZXC
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: SOFTPOF
PRICE: £7.95

Blust has two copyright notices on the cassette slip and another warning that

flashes on to the screen when you load the game. Blastoff are obviously concerned about people rubbing the back which is what this program is all about.

When they built this particular tank they forgot about putting in the rovers, so the floors are joined by ladders. You control a little man whose task it is to run up and down the ladder-collecting bags of cash before the bangers can get their



GAME: THE GOLDEN LAMP
MACHINE: BBC
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: AC COLLECTOR
PRICE: £6.95

If you enjoy flying magic carpets over endless expanses of desert or wonder

ing hopelessly in a maze of deserted catacombs, then you will enjoy the search for Aladdin's lamp.

But if you are easily discouraged by such activities then you should avoid this program like the plague.

You should also avoid this program if you like your adventures to unfold more than two words at a time, and if you're female.



GAME: BIRDS OF PREY
MACHINE: ELECTRON
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: ROMIC
PRICE: £6.99

Now they come in glorious flocking white, yellow and red, tumbling down

across the screen. It's the Romsco Swallows, the Humbird Birds, or, oh, it's Galswain.

You, by kind invitation of Romik Software, the Galswain tribe are preparing to invade your Electron. They give notice of their arrival with some rather really looking title screens, and give a quick demonstration of some bushtucker making their way





• BBC • ELECTRON • BBC

If they hit the buttons of the screen there is a more like an explosion and a bit of background disruption.

Your dragon only has a limited amount of energy and changes colour as it gets tired. Once it turns black you have only a few seconds left, before you get it down to earth and land it on a support. Coloured rock where it can find and replace its energy.

You have to concentrate it carefully into exactly the right position before it

will start to eat.

If all this is too difficult for you, you can try pressing the 11 key which releases the dragon's long breath and wipes out two of three of the enemy at once below. This costs more energy and the game finishes sooner, so I suppose there is something to be said for it.

The higher skill levels do little to improve the game, except that the dragon runs out of strength quicker. I'm afraid I ran out of interest long before

my last dragon ran out of life.

SC

GRAPHICS	3
SOUND	4
EASE OF USE	4
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

hands on him. The little chap can't manage more than one bag at a time, so as soon as he's got one he has to tug downward and pop it on the table.

To help him fight off the buggles there are a couple of hammers which can be picked up and used to smash the ugly little. Once he's got all the bags stacked away the screen clears and then press up on sword. Huzzah!

The little chap there has a quick sword with one of the buggles and then it's off to the next screen with the same objective.

The buggles are very intelligent at the higher levels. Every so often they place a bomb at the top of the screen which you must reach before it explodes.

Not a bad game at all, this one. And you don't have to rub the hands to pay for

it either.

SC

GRAPHICS	2
SOUND	2
EASE OF USE	4
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

At one point on *The Snake Lamp* you encounter a girl. No objection is made if you take her and if later you want to drop her you find that some one turns up and picks her up. This rearranges of wires to the state of carpets and candles could have been easily avoided.

Really you should avoid this program if you like your adventure to have split screen graphics, large visualiza-

tes and consistent responses. The *Snake Lamp* has none of these.

You can either have graphics (where available) or text, not both. The vocalizing is so small it doesn't even understand words like Give, Go, Enter or 'Escape'.

The only thing this program has as its virtue is the potential of the idea. A potential that is unfortunately cut at all

halfed.

SC

GRAPHICS	1
SOUND	2
EASE OF USE	2
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	3

Of course they do their best to develop you before they go, dragging, hounds and attempting to turn you over but.

Unless you want to finish the game with a score of zero you have to fight back, moving left and right with the 1 and 2 keys and firing with shift.

There are few levels of destruction and a thorough level of action is not really lost in this failure. You have then, how-

ever, a precise control, and the option of a robot game algorithm can't stand it.

Every now and then a Death Bomb blings its way backwards, dropping smaller bombs which make shooting it a risky affair. You don't have much chance though because if it reaches the bottom of the screen you lose it life.

Pushing over in this game, but if you don't mind rather small action it looks

like a good bug.

SC

GRAPHICS	4
SOUND	3
EASE OF USE	6
ORIGINALITY	1
LASTING INTEREST	4
OVERALL	4

NAME: POLY IN THE FACTORY
MAKING: DECROM
ATTENTION: NO
CATEGORIES: ARCADE
SUPPLIER: PROGRAM POWER
PRICE: £7.95

What do *Smart* the Dog and *Billy* have in common? They both appear on the 16 score table at the beginning of the program. I think they both cheat.

Actually it's not a bad game. *Smart* deserves to be played by humans as well as dogs. You guide Billy up and down ladders as he searches for a small can of oil to top up the generator at the bottom of the screen.

Once he's found it he has to rush down and filling the tank, otherwise the gun starts going to a hell of which goes

Poly down from shock.

To make matters more complicated the factory floors are patrolled by Garm, his and the occasional rat. Poly can jump over the rat if he's quick, but the Garmies will kill him if he moves there.

To help him on his task you can give him to pick up pistons and use person to get more him about using the person down and if keys for left and right and the A and Z for up and down. Pressing the cursor up key makes him jump.

Once he's armed with his pistons, Poly can push the Garmies to their death below. Using the rat person is more a matter of luck.

Once dropped on the floor it stays there unless a rat happens to cross that part of the screen, with response a demise is celebrated with human points.

At the bottom of the screen, between

the last ladder and the generator is a computer lock which Poly must negotiate before filling the tank.

Once he has completed his task, new action appears somewhere on the screen and on 16 looks here is all again to increase his score up the in the attempt.

This is a complete game with good graphics, fun, little and big bits at the keyboard if you can.

SC

GRAPHICS	6
SOUND	2
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

64 • COMMODORE 64 •

**GAME: TUMBLIN'**

MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: MONDATA
PRICE: \$3.65

It's called interesting, run around out- ing in much money as possible while avoiding the obstacles who are trying to make you bankrupt. I don't think Alan data will have to worry about tumblers chasing them for the profits from the game because it's pretty bad.

Tumblers is of course a variant on *Bar Man* and has all the usual features



such, but with tumblers, the screen chasing you are small creatures with flailing arms who lurch behind walls before leaping out to grab you. If you cut

GRAPHICS	3
SOUND	3
EASE OF USE	4
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

it or the tumblers slow down to give

Unfortunately the graphics are dull and colorless, while the sound is a total waste of the 64's facilities.

If companies are to hang on producing versions of *Bar Man* they have to make sure that graphics and sound are not just good but superb.

PC

GAME: KICK OFF

MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: BUBBLE BUS
PRICE: \$5.99

A little football game on a home computer doesn't sound like an exciting prospect for either table football fans or video enthusiasts yet *Kick Off* is a compelling game — especially with the two-player option.

The side page of moving data comes



complex, with the kind of rhythm nobody could be top Brazilian table foot

GRAPHICS	5
SOUND	4
EASE OF USE	4
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	5

ballers like to loiter up to

The screen then displays in clear and colorful graphics the table with both players and goals. But *Kick Off*'s sound after the opening flourish is rather disappointing.

PC

GAME: SUPRACOPPER

MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: MONDATA
PRICE: \$5.40

What do you do when an enemy power is going to explode a nuclear device and annihilate your country in a matter of minutes? The answer is obvious: you load up a chopper with Special Service Troopers and go off to rub out the villain.

Supracopper is a shoot screen game in which you must pilot the craft up the



difficulty. So the first screen is an aerial view of the helicopter's cockpit and the second screen is a radar map of

GRAPHICS	4
SOUND	3
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4

the helicopter's flight path.

Only on the third screen do you finally reach the enemy island and get the chance to do battle. But by then you may be so frustrated that you won't care if you lose and crash.

PC

GAME: TANK ATTACK

MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: SUPERBOTT
PRICE: \$1.95

The only exciting thing about this set was of *Tank Attack* is the bluffs. In a barren wasteland you must fend off attacks from heat-seeking missiles and robot tanks in a final desperate struggle for survival.

Tanks is certainly the word to describe *Tank Attack* a graphics on the front lines are supposed to represent the



mountains, hills, etc., while the tanks and tanks are sitting ducks.

The player has a number of options but cannot at the moment who would be

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

from the distance getting larger and larger. Then he shoots them.

When you destroy something you realize that *Tank Attack*'s sound is as disappointing as its graphics. *Supracopper*'s tank produced a more like a whining, a sign of its out in a bowl of a war.

PC

ODORE 64 • COMMODORE

GAME: SHIP OF THE LINE
MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: STRATEGY
SUPPLIER: RICHARD SHEPHERD
SOFTWARE

PRICE: £6.50

Richard Shepherd Software is an usually far-fetched (in a few hours' content)

word but *Ship of the Line* seems likely to go down with all hands.

The graphics are poor and frequently overwritten by the text which is repetitive and unimproved while the game itself is an extremely limited escape.

This is all the more unfortunate because the basic idea of the program has great potential.

Time after the game, as a development in the near 1985. Your task is to capture

a ship as you ply the seven seas in search of the opposition.

Battle consists of a series of broad sides from each ship and one side either sinks or surrenders.

Ship of the Line is described as an adventuresome strategy game but it is not an adventuresome and not much of a strategy game either.

The only factors you are able to take into account during play are the number

GAME: NECTARPS
MACHINE: COMMODORE 64
JOYSTICK: YES
CATEGORY: ARCADE
SUPPLIER: P & S
PRICE: £7.95

Nectarps is a kind of *Scramble II*. Or *Scramble III* if that doesn't make sense to

you a mixture of the Atari 400/800 game *Protonics*. It that doesn't make sense either then it's ill explained.

This says the title is an *ECQED QUITY* (whose plans) *Nectarps* has been created by the P&S GUY. Originally you reach to pulverise these villainous numbers and get your planet back but that's not to say

that *Nectarps* has a ship which

you pilot over an uneven landscape. Your opponents are located in various other towers, close to the ground and also wheel about on the air in the form of missiles. To destroy the towers it is necessary to first destroy a missile, then there given you a shield which enables you to fly through buildings. So you swoop down blast the towers and get out quick. Since the shield only lasts

GAME: BLOGGER
MACHINE: COMMODORE 64
JOYSTICK: YES
CATEGORY: ARCADE
SUPPLIER: ALBDA
PRICE: £7.95

Blogger is *Cooking* along for rubber and then makes sense as a title for this

game since it's a rip-off of *Mame Mame*.

Beginning on the bank where the Blogger has stolen his thing, the game progresses through 30 screens and the hero — or villain depending on which way you look at it — returns to the safety of his home with his lot of loot.

As in *Mame Mame* there is a multitude of keys to collect before you can

exit from any and all items.

On the first screen there are decorated trees, walls, conveyor belts and also a misadventurous valley. Using the joystick to jump and move forwards you travel toward the screen collecting the keys and hoping to escape to screen two.

On further screens you will be attacked by computer skills: chopping green evil telephones and unkindly Chorus

GAME: KYJIDALS OF ZONG
MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
CATEGORY: ARCADE ADVENTURE
SUPPLIER: S & S
PRICE: £7.95

What happens if you have Pac-Man and an adventure, here together in a order

known room for a few hours? The chances are that if they are at all lively they will end up spawning something along the lines of *Kyjidals of Zong* — an arcade-adventure.

When this means is that you get a traditional arcade game with the odd touch of the theme's governing element from adventures. It also means that you usually get the worst of both worlds: a

poor game with a dull adventure.

Kyjidals of Zong though it differs. It has excellent graphics and a number of winning features which lift it out of the run of Pac-Man clones. Its arcade elements do not make for a strenuous test of stamina or intelligence but do add to the fun of the game.

The creature and its behaviour moves at the faster of rates. The game has

PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: TWIN KINGDOM VALLEY
MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: HUGBOLT
PRICE: £9.50

This is a great adventure. I've been playing it on and off for a week and still haven't tired of it. It has a reasonable vocabulary, excellent graphics, and some exciting possibilities.

You start inside your rented cabin in Twin Kingdom Valley and your objective is to escape at such leisure as you can.

If this sounds depressingly familiar don't be put off because the game is

varied and original. Some situations demand that you battle whatever first hurt you have collected while others offer you interesting rewards in return for challenges undertaken.

At no point does the adventure degenerate into a mindless game of the let's find yet another bag of gold variety.

Every location has a picture and there are an impressive number of display options which can be changed at any time. Don't skip the graphics — they're excellent (come with animated cutting) and most done in under 10 seconds, which makes them the fastest I've seen.

Other creatures come and go as you wander about. They are usually friendly and will give you whatever they have if you ask them for it. Others may refuse,

or even attack you if you give them half a chance.

Your environment ranges from sandy beaches and deserts to caves and waterfalls. Twin Kingdom Valley is a big place and it's easy to get lost, so map-making is advisable.

This is a game that will appeal to serious and experienced adventurers alike. **Highly recommended.** **BC**

GRAPHICS	5
SOUND	PROSE
BASE OF USE	5
ORIGINALITY	5
LAST PAGE USED	5
OVERALL	5



RE 64 • COMMODORE 64

of men under their arms and their prior supplies of food and weapons etc.

When it was your only option was to continue in the same direction, engage in battle or return to port.

During play the program looks every endeavour to if you enter Attack instead of Attack you find yourself running in the opposite direction.

King of the Lane is a great idea but poorly implemented. Cold war days may

approach the game, but the rest of us should be glad to see the best.

PC

GRAPHICS	5
SOUND	5
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	4



four weeks even at the lowest level - that is somewhat true.

Nordops has four combat zones each with different opponents. The graphics and landscape are remarkably good with arcade quality definition.

Although Nordops is a fine shoot-em-up it would be improved if the player had a chance to survey the enemy and if the game completed rather

more of the screen than it does.

PC

GRAPHICS	8
SOUND	7
EASE OF USE	6
ORIGINALITY	6
LASTING INTEREST	6
OVERALL	7



coolers. It's not at all easy escape them making this one a tough struggle.

All these enemies are created in very clear graphics and present the player with a real test of skill. Unfortunately rather than 50 entirely different enemies the opponents make several appearances.

However, if you liked Master Blaster Blaster will undoubtedly appeal to you.

Despite its positive sound.

PC

GRAPHICS	8
SOUND	6
EASE OF USE	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7



eight levels each with new enemies.

To enter the rooms you must find the key which corresponds to the colour of the room. Since the keys are distributed randomly this can take quite some time.

Guarding the treasure are snakes, bats, spiders and monsters. The snakes in particular are very fetching monsters. They are also deadly and when they have finished with you, you can reach a

very impressive fashion.

PC

GRAPHICS	8
SOUND	7
EASE OF USE	6
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7



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E 64 • COMMODORE 64

Scored by crawlies scuttling round your bathtub...? Now's the time to get your own back on the insect world!

Peter Connor battles five versions of Centipede for the 64

The way of Centipede is quite simple: mow 'em down. As the instructions to the aptly named Extrememator say, "blast everything that moves, and everything that doesn't. Plug in, load up and blast away."

The idea as any kid knows, is to use your laser beam to destroy the creatures as they creep up at you, avoiding whatever corresponding doom lies in the bottom of the screen. On the way it lays a poisonous trail of acid droplets, which it gets on the way of your in-between feet.

Like all opponents you encounter in the game, centipede bounces spiders, very fast, with perfect bugs and sometimes lethal birds. (Showing any of these brings a substantial bonus and a lot of satisfaction.)

Sound is always an important factor in the rubric, which is Centipede. It doesn't really matter what kind of sound is so long as it is loud and annoys the neighbors.

Extrememator (Double Bus 1199) battles all of these creatures. It has clear colorful graphics and interesting but thin sound. It certainly looks and captures the look of the game, but it is the laser to destroy the tiny bugs crawling the garden. The actual centipede is a heavy crawler which leaves a trail of bright green and yellow acids as it descends. All these situations are a speedy weapon and a lightning bolt which also bombs your spaceship.

A version of similar quality is Allegia's Bugblaster (1199). Here the graphics do not have the same sharp cut, but, in compensation, have a steady rhythmic theme which only adds to the horror of the proceedings.

The usual in particular is a charming creature with his whirling antennae and pink shell. Charming or not, though, Brian must be killed.

With a good variety of bugs, stars, and centipede segments and accurate sound effects Bugblaster delivers the goods.

Cosmic Split (1199), unfortunately, is not a good version. You lose memories on upgraded light bulb with about 40 Wats of power, a firm very slowly and makes a very dull noise.

The graphics don't measure up either. A squiggle line misrepresents it to make when the overall effect is one of monotony as if a real light bulb had failed and all the light before this program was released.

A step up the evolutionary ladder from Centipede comes Malibu's Arthropod (Double Bus—1199). Again you have in short everything that moves and everything that doesn't, but the



Extrememator

twist is that now your opponent will shoot back if provoked.

Instead of a centipede there are numerous worms and more long arms and claws the better. If there are one of the whole army eggs that is huge.



Bugblaster

cloudy photos with which up to your down.

Zooming around the screen is a flying bug, but if you hit it you drive it back to the top and give yourself a much needed breathing spell.



Widow's Revenge

The widow of the title is a light heavy spider, making stars the screen to provide party bonus.

Although neither graphics nor sound are quite so sharp as in Extrememator, Widow's Revenge is a more challenging game and great fun to play.

ARC Systems have a reputation for quality software, so their Arlie Play is, usually at least, a disappointment.

At the first of its four levels it is

incredibly slow. However, as the high of levels it becomes much faster and more like the Centipede we all know and love.

Graphically, the game is very good with lots of different sounds. Of special interest is a green tentacle, which speeds up for the screen, especially wearing a top hat.

On depth, a pretty impressive score. Arlie Play is sound as far as games go.

EXTERMINATOR

GRAPHICS	7
SOUND	7
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	7

BUGBLASTER

GRAPHICS	7
SOUND	6
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	6

COSMIC SPLIT

GRAPHICS	5
SOUND	5
EASE OF USE	7
ORIGINALITY	5
LASTING INTEREST	6
OVERALL	5

WIDOW'S REVENGE

GRAPHICS	6
SOUND	6
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	7

MILLIE-BUG

GRAPHICS	7
SOUND	5
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	6
OVERALL	6

ODORE 64 • COMMODORE



GAME: GUEST OF HERBARD
MACHINE: COMMODORE 64/PC 30
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: MANTech
PRICE: £7.95

With so many graphic adventures coming on to the market, not only games

must have something special to offer if they're going to be worth buying. What's special about this one?

For a start, the text is well-written and the locations are carefully thought out. Add to that a dry sense of humour and you'll soon find yourself forgetting about the lack of graphics and appreciating the almost forgotten power of your own imagination. More importantly, you don't have to wait for ages whilst the



GAME: HERDS OF BARN
MACHINE: COMMODORE 64
JOYSTICK: NO
GAME CATEGORY: ADVENTURE
SUPPLIER: INTERCEPT SOFTWARE
PRICE: £7.00

This is an excellent adventure in which you have to search as much treasure as

possible and rescue the four Herons of Barn, who once housed well and you in your quest.

The program has a large vocabulary and accepts complex commands. Attack goes down with shovel is acceptable and so are instructions delivered to other characters. 'Say to Berno' 'Attack barnwright with tanglefoot' will send Berno into action, though not



GAME: DECISION
MACHINE: COMMODORE 64
JOYSTICK: NO
CATEGORY: STRATEGY
SUPPLIER: DETRONICS
PRICE: £3.95

An earthquake has just destroyed the neighbouring province of Letholia. The

Secret Police are planning to assassinate you, and the peasants are revolting. If you've ever fantasised playing the hilly boy in a business reporter then this is the game for you.

The object of Decision is simple. Stay in power as long as possible, transfer as much of the public's money as you can to your Swiss bank account, and then cooperative treasury it.



GAME: JAMMIN
MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: PUZZLE
SUPPLIER: DAKSSET
PRICE: £4.90

Jammin is one of those rare games that should appear in a category all of its

own.

Not only is the idea 100 per cent original, but it involves the best yet use of musical effects.

You control a little man whose task is to collect four musical instruments from the corners of the screen. Each area of the screen has its own colour and you move from one area to another by hopping on and off conveyor belts.



PEG NIT • PEG NIT • PEG NIT • PEG NIT • PEG NIT • PEG NIT





ORE 64 • COMMODORE 64

medium drives pictures

The program has a good vocabulary but amazingly it will not tell you which words have been understood. This means you have to spend a lot of time trying different commands and wondering in which word it is that the machine misheard again.

Misheard commands are accepted with the acceptable exception of N, S, E and W where you have to say "Go N

rather than just "N" etc.

Whatever its shortcomings, *Quest of Atlantis* is an enjoyable adventure. You can quaff ale in the local pub, chat up the barmaid and interrogate some unusual characters as you collect your weapons in preparation for the fight to the death with an angry dragon.

It is one of the better text adventures on the market and if I have to choose between pretty pictures and meaning

locations I'll choose the excitement in my mind. **SC**

GRAPHICS	TEXT ONLY
SOUND	TEXT ONLY
EASE OF USE	3
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	4

unusually with the desired effects

You may also command animals to attack other animals - rather amusing. Setting a trap on a bear is hardly going to inspire the bear and wouldn't it do much for thinking, and the program doesn't make suggestions with appropriate details.

Every location has a graphic display and some are accompanied by the best music I've yet heard on the disk.

The only drawback with this game is the amount of time you have to spend trying to find out which words are acceptable. If the program doesn't understand something it apologises politely, but doesn't tell you which word it doesn't understand.

Apart from the amazingly maintained score, *Monks of Monks* offers excellent value for money and is

highly recommended. **SC**

GRAPHICS	3
SOUND	3
EASE OF USE	3
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	4

Yes you guessed it, there's not much difference between being President of America (national anthem "You We Have No Enemies") and being MP for Pudding City The Marsh.

Scandal is released in monthly and each month you are required to take decisions following problems from one faction to another.

To decide whether to grant requests

or turn a deaf ear you have access to secret police files (always provided you haven't introduced the secret police) and may request additional advice from the all-knowing parliament.

Those of you who must have flashy graphics and sound at all costs should avoid this program, because those of you who are interested in a serious simulation of running a country. The

rest of us can have a good laugh. **SC**

GRAPHICS	TEXT ONLY
SOUND	TEXT ONLY
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	4

The computer tells are divided into coloured sections and you can only step onto a section that matches the colour of the one you are standing on.

As you move about the screen the machine beeps out some very catchy rhythms and any time you step onto a computer logic branch it is a faultless imitation of a lost looker (just look, boy).

Once you've got your instrument you should be aware it is its allotted space in the corner of the screen. Musical notes played the screen and will attempt to push you out of the way when you want to go back to start again.

This game is excellently presented with numerous playing options and is for one or two players. Good visual aid to instrument and you in the end. **SC**

GRAPHICS	5
SOUND	9
EASE OF USE	10
ORIGINALITY	7
LASTING INTEREST	8
OVERALL	8

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT

GAME: SUPER POPULAR
MACHINE: COMMODORE 64
VERSION: OPTIONAL
CATEGORY: ACTION
SUPPLIER: TAJASEX
PRICE: £6.95

Good music. Good graphics. Great game. That's Super Popular.

Joe Blago and his mate are real bang boys. You give them a hand by guiding Joe along the pipe while his mate follows dutifully behind. Oil gushes through the system to end up in a barrel and once that's full you move on to the next stage.

"Sounds easy?" It's not. Lohansa, pop-bugs and other robot-armies make you a ladder by the top of the screen and

launch themselves at you with the most vicious intentions, or else drop metal wedges that rupture the pipe and stop the oil from getting through.

Joe and his mate make a great team, though One carries a spanner, the other a bomb and Weapon 48. While his mate fills the holes, Joe blasts away at the opposition as they climb up the ladder, or crawl towards him along the pipe.

He can't kill the lobsaws, who will dig his mate to extinction if they catch him and he has to watch out for falling bugs and metal wedges.

If the pipe gets blocked, you must get Joe to lead his mate to the scene of the crime. The eager young lad then turns him away until the pipe is fixed.

Trouble is, while Joe is busy leading Junior to the block, or leading him

when he's finished his task, the enemy have no end of the opportunity to scramble up the ladder behind his back.

If Junior dies on the job, Joe has to run back to the beginning of the pipe and pick up another volunteer. Because it's good at the pit centre, and there is an unlimited supply of plumber's mates, but you can only have up to eight jobs.

This is one of the best games for the Commodore 64. Don't miss it. **SC**

GRAPHICS	9
SOUND	9
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	7
OVERALL	9



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ODORE • COMMODORE

GAME: SIGHT

MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: GAMES-MACHINE
PRICE: £7.95

There are some games which are simple but challenging. Others are simple and enlightening. *Sight* is just plain simple.

The screen divides into three columns. A series of various shapes ends up and down the two outside lanes, making it very difficult for poor *Sight* (that's you) to leave the middle lane without



getting into a place. If he does so, the game is to cross the first line, and make contact with little red balloons as they appear on the sides of the screen.

GRAPHICS	3
SOUND	3
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

There is one complication. *Sight* is holding an egg which he is not allowed to take with him as he moves.

He therefore has to look in the top of the screen, release the egg and then return to the screen before it has to catch the egg before it hits the floor. **PC**

GAME: NEST

MACHINE: COMMODORE 64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: AUDIOGRAPHIC
PRICE: £5.95

What is a nest? *N-Kest* is a pseudonym for *N-Kest*, the game in which you have to paint the sides on a 3D pyramid while avoiding hungry monsters. It is a rather good version with some unusual features.

N-Kest himself is a cute little figure with an amazingly big nose who hops



around energetically trying to do his job. His main opponent is Gargol the snake who is clearly described in the book. **PC**

GRAPHICS	3
SOUND	3
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	3

so looks a bit like a mutant hedgehog.

N-Kest's graphics are colourful but do have that slight business which Commodore 64 owners will be familiar with. *N-Kest* is a little weak, but then as a game where it shouldn't matter too much. **PC**

GAME: ZAPPY ZOOKS

MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: ROMS
PRICE: £5.95

Is there you don't know what you're doing in *Zappy Zooks* Rombs provide this insight. The object of the game is to get the highest score. Well, just keep that.

The game itself is as more original than to object it is just another version of *Pacman*. The monsters in this case



are the Zooks of the title. The player's main is *Wally* who as his name suggests, while around trying

GRAPHICS	3
SOUND	4
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3

to get the dots in the maze.

Despite having several levels, *Zappy Zooks* never gets fast enough to be really engaging. The graphics are no more than adequate and the sound is a complete waste of the Commodore's great potential. **PC**

GAME: MOBY DICK

MACHINE: COMMODORE 64
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: £ 5.5
PRICE: £7.95

Few computer games have a moral, but *Moby Dick* carries a message that will warn the cockles of any conservationist's heart, telling what is wrong.

Of course, since this is a computer game, telling you about anything else is *Pis*. The idea in *Moby Dick* is to catch sheep, submarines from the destroyer you are shipwrecked at the same time as



trying to down a pirate battleship with submarines.

Should you hit the whorlwind the pilot will land out, you must try to save

GRAPHICS	4
SOUND	4
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4

him before he goes to a watery grave.

As you move to save the sheep, you see it is pretty easy to get the ship with your depth charges. It is also easy to turn the great white whale. *Moby Dick* also seems a bit out of place. But while this would be played Captain Ash's no one else's big, insubstantial you. **PC**

• ORIC • SPECTRUM • ORIC

NAME: LOCH NESS MONSTERS

MACHINE: ORIC 1K

JOYSTICK: OPTIONAL

CATEGORY: ARCADE

SUPPLIER: ROMAN

PRICE: £5.99

Cold eye... is a terrible story and fit for a noble the spirit of every in Oric owner! Did you not know that even the

crucifixion of Jesus has evolved into a modern man-eating beast!

Not only that but there's more than one of them and an intergalactic number of legends are being added.

In this game your job is to keep the number of Nesses down to a reasonable level. But how do you kill a Loch Ness Monster? Apparently you can happen them like whales or drag a poisoned fish on them.

The screen displays a map of the loch

with areas of strong water and vegetation. Also displayed are many fish (some normal some poisoned). The player sets off on his way but in search of his monstrous quarry.

Unfortunately there is no easy button. With the help of you must hit them hard on eitherment they slowly disappear and cause you even more problems. A more efficient method is to get them to eat poisoned fish. Unfortunately you need just over 25 ordinary

NAME: DEFENSE FORCE

MACHINE: ORIC 1K

JOYSTICK: OPTIONAL

CATEGORY: ARCADE

SUPPLIER: MANSOFT

PRICE: £7.95

Life's tough out in the further reaches of the star system Sol. A chance are kidnaps

pragmatically concerning humans who have can they survive? Only by a display of great skill and courage from the pilot of Defense Force.

If he has the right stuff he might be able to save the humans who before their predicament is ended.

First the easy though because this version of Defense is pretty tricky. Quick reactions and nerves of steel are needed - and that's just for loading

After that all hell breaks loose as the vicious alien start whizzing around.

For those of us with nerves of putty rather than steel, Mansoft have thoughtfully provided a beginner's version which gives you a gentle foretaste of the horrors to come. Here you can take a good long look at the alien adversaries.

There are 10 different alien forms to contend with. The experimental Vulturne must be blasted before they get to

NAME: HOUSE OF DEATH

MACHINE: ORIC

JOYSTICK: HQ

CATEGORY: ADVENTURE

SUPPLIER: MANSOFT

PRICE: £9.95

Turnoff are not exactly modest when it comes to describing House of Death. It

is a totally original adventure and has a large vocabulary because it's not one of those cheapo games. Well at £9.95 I agree it's not cheap! but it is a very good!

To start with it is quite as original as you might have been led to believe. It is a standard text based adventure that accepts abbreviated commands as you explore an abandoned film studio know-

ing fortresses.

The building is haunted by various ghosts and beasts whom you should avoid at all costs (with one or two exceptions). The only special features are a large than average vocabulary, a time limit and the occasional sound effect.

In an attempt to prove that it isn't a cheapo game the program sometimes

NAME: MULTIDIMENSIONAL

MACHINE: ORIC 1K

JOYSTICK: HQ

CATEGORY: COMPLEX

SUPPLIER: MANSOFT

PRICE: £5.90

The book tells you that this light room has five challenging games for the

Dear Well I'm not at all sure about that challenging, but it certainly does run on five games.

When you've turned out the truly challenging because of loading the program on to your Disc you are confronted with Snake. This is a game with challengingly awful graphics: your ship could be anything, so could the obstacles: you try to depth charge. The

one though is a pleasant blur.

3D Land is a version of three dimensional worlds and crosses. The graphics are a great improvement as they group you four clear sides of boards. You can play the computer play another human or let the computer play itself. Unless you are as totally logical as Mr. Spock, you might well prefer the last option.

NAME: SPACE STATION ZEPH

MACHINE: SPECTRUM 48K

JOYSTICK: HQ

CATEGORY: ARCADE

SUPPLIER: BOND

PRICE: £3.95

Space Station Zeph has all the furthest outpost of the galaxy. Long may it stay there. A handsome and imposing shoot em up game with great graphics but not much else to offer. **BC**

NAME: BOMB NOT

MACHINE: SPECTRUM 48K

JOYSTICK: BRIGHTON OPTIONAL

CATEGORY: ARCADE

SUPPLIER: SHERIDAN

PRICE: £3.95

Pac Man variant in which you lay down bombs on a meat while being chewed by robots. Perfectly good fun - unless you already have one of the other 2 million Pac Man for the Spectrum. **CA**

NAME: PARADOXES

MACHINE: SPECTRUM 48K

JOYSTICK: HQ

CATEGORY: ARCADE

SUPPLIER: ARGO GEM

PRICE: £4.95

A different kind of shoot em up - but not very interesting. You move up and down the centre of the screen, bang left and right to protect your nuclear reactor from parachuting aliens. **CA**

GRAPHICS	4
SOUND	4
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3



ORIC • SPECTRUM • ORIC

fish before being awarded a precious one.

The graphics in this game are not fantastic, but then what other game does make you go "fishy"? The questions are kept vaguely broad and the different areas of water (land and sea) are clearly distinguishable.

The sound, though, is quite good. The opening tune is that old favourite about young couples to the "lovely loony" levels of - curiously - Loch Lomond.

The boat makes a good chugging noise and a clever beeping sound when stuck in the weeds.

PC	
GRAPHICS	4
SOUND	4
EASE OF USE	7
ORIGINALITY	7
LASTING INTEREST	4
OVERALL	7

Your humanoid Pods as any Defender veteran knows, are particularly trouble some: they keep exploding into swarms of Simians which attack you in a scarily frantic way. Others have the occasional surprise at a cost.

Your ship is very manoeuvrable and firing is rapid enough to give at least a chance of survival. *Defence Force's* graphics are impressive for an Oric game and the sound is truly disarming, if

it's too much for you there is a silent game option.

PC	
GRAPHICS	7
SOUND	7
EASE OF USE	7
ORIGINALITY	8
LASTING INTEREST	9
OVERALL	7

overseas stuff, answering for an hour with too slow an answer to the point, rather than admitting that it doesn't understand you.

Late it told me that it remained I would be wearing whatever I possessed which meant I was wandering around wearing smelly shoes.

House of Death is a tough nut to crack and novices are advised to stop.

clear.

SC	
GRAPHICS	100-0000
SOUND	9
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5

Find on the screen is *Monogami*. You play the computer which draws out the figure as you get letters wrong. The graphics are again very plain. The first word you are faced with has three letters.

The remaining games on this dull compilation are *Acid Race* and *Monocaster*.

PC	
GRAPHICS	2
SOUND	2
EASE OF USE	8
ORIGINALITY	2
LASTING INTEREST	2
OVERALL	2

NAME: VOLCANIC PLANET
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: DAI
PRICE:

Ever seen a robot get the wrong? Volcanic Planet is a robot infested and boy do they get panicky when you blast them into little bits and send them to the fiery Workshop in the sky.

You control a good guy android as he explores a multi-level maze moving between levels via lifts that you locate using a small scale diagram in the top right hand corner of the screen.

The main display shows your location and features scrolling graphics as you move about blasting enemy androids and hunting for such useful things as

explosive supplies and armour repair packs.

There are five levels of play and the higher the level the more layers there are to be penetrated.

Once you've reached the bottom of the maze you have to find a "volcanic plug" (a little posh a plasma bomb inside). Then it's a race against time to find the lifts and escape before the bomb explodes and blows the maze with modern life.

The program has no sound, and uses the number keys '3' to '0' which makes things a bit cramped if you don't have a joystick.

The only reward for success is the message "Mission Completed" that flashes across the screen at the end. The screen is flat and smooth however and should afford a few hours amusement.

The program doesn't have a recommended retail price so it stays in sight



shopping around for the best offer.

SC	
GRAPHICS	8
SOUND	NONE
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	7
OVERALL	7

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GAME: ANDROID TWO
PLATFORM: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VIGOR
PRICE: £3.95

Android One was a competent but unimpressive version of Android. Android Two is something quite different.



GAME: URBAN UPSTART
PLATFORM: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: ADVENTURE
SUPPLIER: RICHARD SHEPHERD
SOFTWARE
PRICE: £5.50

Urban Upstart is the latest creation of

You control an android as he slips out of his transporter capsule into a three-dimensional maze of real proportions. Only a part of the maze is visible at any one time and if you move to the edge of the screen the display scrolls appropriately, bringing a new sector into view.

There is a very comprehensive status display, featuring score, hi-score, time elapsed, targets destroyed, lives remaining, and an extensive but (as predicted)



GAME: LASER SMAKER
PLATFORM: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: COMPTON
PRICE: £2.95

You're the saviour in Laser Smaker and your mission is to germinate egg plants.

programmer Peter Cooke, who was responsible for some of the earlier Richard Shepherd offerings.

Like Fernside Island, Urban Upstart features split-screen graphics over 70 locations, and some very dry humour. It's not an easy adventure to solve and is great for a few evenings' light entertainment.

At the start of the game you find yourself in a small house in Northrup

town. The eggs are multicoloured and spread randomly about a succession of screens here called sectors.

You start as just the make a hand and by swallowing eggs you grow a section at a time.

In the long run, it's better to eat the eggs with your laser than not them because it's always possible to bump to your own feet when it gets long enough resulting in the loss of most of those lives.



GAME: APPLE MAN
PLATFORM: SPECTRUM 128K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: ELECTRONICS
PRICE: £5.95

This one is guaranteed to make you sick. Apples are falling off the end of a

conveyor belt and you're dropping from the handle of a machine. It's your disgusting duty to stand under each piece of opposition as fast as that so much food is possible falls into your mouth.

With each gulp you grow visibly taller and - the catch part - you have a fit. The costs you a pill, and since you have only three you need to keep slaving down by running when you



PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT + PCG HIT





SPECTRUM • SPECTRUM

unmistakable radar screen

Using the 1-Up and 3-Flips you must avoid obstacles. Bombers and Flares shoot at you using the same for the slower Millennium. There are five of these caterpillar-like boats, and each may be damaged by three well-timed blasts from your laser.

This weapon is of limited range but can be conveniently fired using any of the four main keys.

You have five lives and lose one of

the set of lives when the inhabitants decide of taking their summer holidays on Saturn (Codyfile).

During the main game you encounter only five people, none of whom are very highly. Success depends on perseverance and a niggling talent for collecting everything in sight.

There is a graphic representation of exploration, although a number of the screens are identical and the progress

there is as you jump into some thing new, which in this game means almost everything.

If you are not in finding and destroying all five Millenniums in the allotted time you may then be transported to the next level—always provided that you manage to find you way back to the transporter capsule. There are three zones, each with different scenarios.

Android Two is incredibly depressed with no fun from his

response to wall statement commands provided they are joined together with and.

Starliner is indeed a depressing place to look at and the idea of escaping this every end means attract to the last of you go. After a few hours on jail and some frustration is up to order fish and chips. I found myself contemplating suicide on Omega Four. However this is one of those rare arcade games

where a secret symbol is to be revealed. This involves clearing the eyes from plenty of some chaos, and watching things called power states embedded in music on other screens.

There is no mean test even at the lowest of 10-speed levels and five old faculty levels. Because they know it's hard. Popping any object a crash goes to wherever crashes a before April.

I believe much of the game was

on top of it and crash (counting a red star which gets a bit bigger each time—revolving back).

One final hazard is a nasty looking hammer with a fast stop.

Apple has a device in that the player's considerable variety is achieved with the use of just two keys, left and right.

This means you can enjoy playing it immediately—but it should still offer

access of instructions, which you can stop if you want to. The 3D effects and graphics are also very well produced. (SC)

GRAPHICS	7
SOUND	5
EASE OF USE	5
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

when even death offers no release just end up in hospital) (SC)

GRAPHICS	7
SOUND	5
EASE OF USE	5
ORIGINALITY	6
LASTING INTEREST	5
OVERALL	6

with this one as people wrestle with their Kryptonite but can't see the light (SC)

GRAPHICS	8
SOUND	5
EASE OF USE	4
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	7

prolonged entertainment) (CA)

GRAPHICS	8
SOUND	5
EASE OF USE	3
ORIGINALITY	10
LASTING INTEREST	7
OVERALL	8

BAMBI-MATHCHASE

BLANCHING SPECTRUM 1000K

INTERVIEW OPTIONAL

CARDROM: ARCADE

SUPPLIER: AROMEDIA

PRICE: £9.95

For those of you who prefer life in the low life 1000K Mathchase from this source is an essential purchase.

The game is fast, simple and addictive. The year is 2500 and you find yourself riding a powerful motorcycle through the forests of North America.

Blowing left with the 1 key and right with the 3 key your task is to open the throttle, hunt down enemy vehicles at high speed and destroy them with your special photon bolts.

Sounds exciting? It is, and it all takes place against some of the best three-dimensional graphics I've just seen on the Spectrum.

There are eight sections to be travelled both by day and night. The town looms up on the horizon and fly past as you race in pursuit of the opposition. Start flying away with any of the buttons now keys. The key layout is well thought out and enables you to concentrate on the game instead of your fingers.

As you progress through the different sections the time goes waste. Numerous dodging them isn't easy and you only have three lives. You lose a life after each collision.

Mathchase is a 100% action game and that is perhaps my only criticism. There are no tactics involved and only

two speed controls—accelerate or brake.

You can only live when going as fast as possible. In any other game this lack of variety would soon get the constant gathering dust in a dark corner but the impressive realism of the display is enough to tempt you back for another go. Put it this way, every time I hit a tree I brought them in my eyes. (SC)

GRAPHICS	8
SOUND	4
EASE OF USE	3
ORIGINALITY	6
LASTING INTEREST	7
OVERALL	6

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In Money Match, the challenge is to collect a set of coins, matching them according to shape, size and value.

In Money Box, you can give your child and Mr T a helping hand to get all the coins on the screen into the box. (It's always different, because the coins on the screen are based on the small change you have to hand.)

A change to teach the Micro a thing or two.

With the Animal, Vegetable, Mineral program, the children can get the computer guessing.

They think of an object. The BBC Micro has to decide what it is.

If it doesn't come up with the answer, the children can keep giving it hints.

In doing so, they are encouraged to question the difference between such things as renewables and obligators, or whether oil is vegetable or mineral.

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ences, books, so that they just ask the computer its ownish tough questions.

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different strategies, for example returning to the surface regularly or collecting as much treasure as you can carry (with the risk of losing it all).

The program rewards a bank of money gains which make you go through the same early stages every time you play. In *Scuba Dive* you can head straight for the deep passages if you so wish, and save the easy parts for later.

Other nice features are four different still levels, two-definite keys and the ability to save the high score table on tape making the game suitable for ongoing club competitions.

What's more, the cassette includes an instruction booklet offering fuller directions than usual.

Scuba Dive isn't perfect. As in many Spectrum games the sound is limited. And it would have been nice to have the screen scrolling smoothly when changing locations instead of simply cutting to the new position.

Despite these quibbles the game is incredibly addictive. So if you fancy writing back for a long real-brass adventure, you'll find *Scuba Dive* is very, very special. **CA**

GRAPHICS	10
SOUND	3
EASE OF USE	4
ORIGINALITY	9
VALUE/MONETARY	10
OVERALL	9



Mike Richardson—no other name as *Scuba Dive* creator—created an under-water world in peace without getting his feet wet.

A GENIUS ON THE QUIET

You'd think that the writer of a wacky buckling underwater adventure like *Scuba Dive* would forward the story closer with a pair of flippers. Not Mike Richardson.

"I can't swim," he admitted. In fact I don't like water. So these brilliant moving pictures of the ocean creatures weren't based on first-hand experience?"

"No. I copied them from a book." Swimmer or not, there's no doubt that Mike Richardson can program. The managing director of Dandel Software (Rush) White describes him as a genius on the quiet.

"He just sits there very quietly in the office. He only programs, nothing else. He won't say anything, he won't have any coffee or eat or anything. About three o'clock you can give him a little water by answering a ring."

Maybe it's because he doesn't like sitting at desks. "When I'm at home I just climb in a chair and write on scraps of paper," said Mike. "I don't do anything else. This is my hobby."

Whatever the technique, it seems to work. *Scuba Dive* contains some extremely sophisticated analysis — the huge underwater passages, for example,

are generated differently each time the game is played. When naming it was the name-40K available.

The program took three months to write. "I was working on it at the office from nine to five each day. I wanted to get the program as finished as possible."

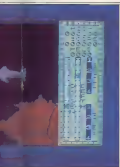
The work's very absorbing. But I don't like doing the actual coding."

Certainly Mike doesn't fit easily into the role of computer whizz kid. For a start, he's 26 and a former chessnut. He doesn't drive around in a sparkling Mercedes. In fact, until a few weeks ago, he was the proud owner of a 3-wheeler Honda Rebel with a door hanging off — but that's now been replaced by a Ford Fiesta.

His short working for Tuxton, based Dandel for the past six months and is the writer of both their previous main successes — *Warner Attack* and *Jump Trouble*.

In fact the company itself has seen remarkable growth. Sales of cassette have risen from 400 last July to 22,000 in December.

At that rate it won't be long before that Fiesta gets upgraded.



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GAME: JUMBY

MACHINE: SPECTRUM 48K

JOYSTICK: OPTIONAL

CATEGORY: PUZZLE

SUPPLIER: DENTRONICS

PRICE: £6.95

Remember those flat plastic puzzles in which you had to slide squares around until they were in the right order? Now

you can do the same thing on a coin puzzle.

Jumbly is a very nice version of the puzzle with 16 colored discs that some of the 18 pictures you have to assemble are occasionally scrolling. This means that as these jumbled-up discs sit on a tray it's difficult to work out which picture goes where.

Another addition is that you have a target number of moves to solve the puzzle in (initially 150). If you make the

target you are supplied with a prize which allows you to move on to the next picture.

If you don't make it, you guess your turn and try again. I like that quite a few buyers of Jumbly will also a good deal of forth thinking. For if you hold down a key a fraction of a second too long, you will end up sliding two squares instead of one. You only have to do this a few times to blow any chance of reaching your target.

GAME: EVER RESCUE

MACHINE: SPECTRUM 48K

JOYSTICK: OPTIONAL

CATEGORY: ARCADE

SUPPLIER: THORN EMI

PRICE: £6.95

Swish out the badwater lads and turn the boat upstream - that's people in

trouble!

The ever scrolls from right to left and contains logs and crocodiles which can sink any of your fine boats, so can the treacherous riverbanks. You can shoot the crocs or you can avoid them by steering up or down. The crocodiles can lurk straight but do occasionally and unpredictably pop out into the water.

And whorls pop up either side and turning into the north sea, making a

passage is picked up. They always appear on the north and will only disembark on the south leaving you wondering why someone didn't just build a bridge.

Boats are panned for distance of river covered, crocodiles shot and people rescued. Rescue more passengers and you're awarded an extra boat. If you get far enough, you'll also find loggers dropping stones into the water.

GAME: MAGIC MENACES

MACHINE: SPECTRUM 128

JOYSTICK: REMOTION

CATEGORY: ARCADE

SUPPLIER: CIG-ARCH SYSTEMS

PRICE: £5.95

The wizard on the cover of Magic Menaces looks as if he belongs to an

adventure game. In fact he's yet another guardian of the Far Man. Please, academy, in yet another version of the same game.

As Molex, the Wizard you're on a screen, literally speckled with text which you must collect and Menaces which you must avoid. A do-it-yourself maze emerges as your passages cut a path through the letters to green screens and along such paths the Menaces

wander.

The object is to collect all the letters and a running bunch of themes. Apples are embedded in the screen and will fall vertically down any path you fly past, may be used as apples with a Menace on your tail. You can break his path as the apple drops down.

Another way of dealing with Menaces is to zap them with capital letters which are floated haphazardly rather than

GAME: LUNAR SHOCK

MACHINE: SPECTRUM 128/48K

JOYSTICK: NO

CATEGORY: ARCADE

SUPPLIER: AITIC

PRICE: £4.95

Your weapon about this program are fast around when you decide that it

looks as well under a minute. They're considered when you start playing. It's work.

According to the developer on the cassette, when you're supposed to be a battleship shooting up alien ships on a battlefield constructed by the enemy.

What actually appears on screen is a grid you're filled with a few coloured blocks and instructions on the rest of the screen.

You can move right or left (not up or down) in the instructions (left you) and for. The game's only hint of novelty is that the rays from your gun bounce off shields placed at angles on the grid.

This means you can destroy ships which aren't directly above you - while they can't destroy you because their shots don't bounce. Strange way to build a delivery battlefield.

PEG HIT • PEG HIT • PEG HIT • PEG HIT • PEG HIT • PEG HIT • PEG HIT • PEG HIT •

GAME: FIGHTER PILOT

MACHINE: SPECTRUM 48K

JOYSTICK: OPTIONAL

CATEGORY: ARCADE

SUPPLIER: DIGITAL IMAGINATION

PRICE: £7.95

You want to be an F15 Eagle or F16 Fighting Falcon and spend, and now you don't need to join the US Air Force to know why. All you need is a Spectrum and Fighter Pilot.

Fight simulation programs put you right in the pilot's seat. They command you with a screen split horizontally between instrumentation and your view from the cockpit.

Instrumentation involves things like velocity, altitude, fuel etc, and Fighter Pilot's is thorough. You'll need to spend quite a while working through the instructions, but once in control it's good fun.

Then in, the program offers nothing unique, although with a joystick the flying is the best I've come across. Fighter Pilot also has a comparison of combat practice or combat staff. Since it's only a program, you may as well go for the actual combat. Instruments look into the range, bearing and altitude of an enemy plane that's out to bomb low orbits all on your main display.

Even scrambling to take off to getting the enemy in your sights is hard enough but shooting him from the sky takes

skill. The highlight is realistic, drifting and crash-landing land.

Ironically, comparisons with Face's Flight Simulator program will be made. Fighter Pilot has the edge over the civilian game, strengthening for its spectacular combat but it lacks the graphics and instrumentation. **8.0**

GRAPHICS	8
SOUND	NOISE
EASE OF USE	9
ORIGINALITY	9
LASTING INTEREST	9
OVERALL	10



SPECTRUM • SPECTRUM

Fortunately you do have the option of peeking at the unrearranged picture you're aiming for. And of stopping the scrolling — although this stops you getting the code when you solve the puzzle.

Anyone who does manage to get through all 10 puzzles will win the right to design a spectrum for January 88.

For although (luckily in some) colourful and slick, at heart it remains a simple puzzle which is made frustrating in a rather artificial way. A bit like solving

wordsearch to count to 10 while holding his hand submerged in a bucket of glue.

CA

GRAPHICS	5
SOUND	5
VALUE OF USE	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

a boat rounds an unlitting rhapsody.

WD

GRAPHICS	4
SOUND	4
VALUE OF USE	2
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5

Blaze Asterix was previously rated this for the Via Alam and T195, but with dolphins rather than crocodiles. Shooting dolphins has evidently been seen as unethical.

It's a shame there's only one speed of play if you want to go faster all that happens is the boat moves to the right of the screen giving less warning of what's coming. As for sound effects, the boat engine sounds authentic, but the loss of

feed in the direction of motion.

The game has nine skill levels, each faster, and a succession of screens, all fairly similar but with successively more obstacles. If you don't have a Rompler joystick, a convenient choice of keyboard keys has been made and all the action happens in the uncompromised the own own device mode.

Clearly this is a game made in entirely obedience to the concept of the game, as

is the number jumps about wildly, but it's not a bad brew that results.

WD

GRAPHICS	5
SOUND	4
VALUE OF USE	5
ORIGINALITY	5
LASTING INTEREST	2
OVERALL	2

The game is pathetically easy to master and is unlikely to contain interest for more than a few minutes.

Although the motion is smooth, all the moving objects are the sort of single characters, and there's no attempt at animation.

The game while wonderfully bears no relation to what happens — it must be a reflection on the reaction of people who

actually buy this rubbish.

CA

GRAPHICS	3
SOUND	3
VALUE OF USE	5
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	1

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SPECTRUM • SPECTRUM

GAME: SHEEP FENCE
MACHINE: SPECTRUM 128/64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VISIONS
PRICE: £5.95

Sheep Fence is an old favourite in the arcade but there are many more adventurous games now available for the Spectrum. However if you are dead set on adding a version of this game to your collection then Visions' Sheep Fencerette

For those of you unfamiliar with the game, you control a figure armed with a



shovel, whose task is to clear bushes and dig holes for careless monsters to fall into. You then rush up and bury them before they have a chance to

GRAPHICS	5
SOUND	4
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	3
OVERALL	3

clamber out.

Visions' monsters are intelligent, the action fast and smooth, and high scores are difficult to get.

Sheep Fence holds no surprises. The graphics are acceptable, and the sound is what we have come to expect from the Spectrum, which isn't much. **BC**

GAME: MICRO-MOUSE GOES
BY: BLOODING
MACHINE: SPECTRUM-64K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: LOTHLOUGH
PRICE: £3.95

A computer game on a computer theme. Onscreen is a Borer project with scores of its letters and numbers, moving. They're being stolen by little bugs who hid them in boxes at the corners of the screen.

You control a mouse whose job is to put them back into position. This is



easy, but it's a waste because the screen shows you where each missing character should be, and even tells you which box to collect it from. The problem is

GRAPHICS	3
SOUND	4
EASE OF USE	5
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	3

merely to replace the letters faster than the bugs can steal them.

This is easy at first, but gets progressively harder. You may have to resort to destroying the bugs with a spray you can squirt at them - at least if it had been what this achieves, since they're immediately replaced. **CA**

GAME: 3D DEFENDER
MACHINE: SPECTRUM-128
JOYSTICK: AND OPTIONAL
CATEGORY: ARCADE
SUPPLIER: COMBAT
PRICE: £4.95

This game has nothing to do with the arcade classic, Defender. Here's the story: it's a simple shoot-the-alien affair, the only point of interest being the 3D view of the action.

At first sight it looks quite good. The player jet is flying over scrolls beneath, giving the formation a moving feel, and the enemy craft look larger and larger as



they grow near.

But in actual play the game falls down. As is usual with 3D games, you are by moving a joystick right to the

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	2
OVERALL	3

edge you want to hit.

But in this version the right joystick always sluggishly and there's a annoying delay between pressing the fire button and the actual shot. And your motion is interpreted every time the approaching craft opens fire, which is poor programming. **CA**

GAME: STARCLASH
MACHINE: SPECTRUM-128/64
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: MICROGEM
PRICE: £5.95

Here's this for an original idea? You control a spaceship and have to shoot power through waves of alien craft.

Yes, it's got another space shoot 'em up, it's shared this one has nothing new to offer. There are four different waves of alien, but their movements is more or less identical.



What's more, a rather a bit slow, the spaceship moves in formation - no 360° star ops, wheeling and swooping. It can

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3

must do but it's a pity it should at least be interesting.

After getting through the alien you have to take pot shots at shooting down a narrow missile wave to destroy a 'mother ship'. Then you have the thrill of starting all over again. **CA**

ETRUM • SPECTRUM • SP



NAME: WHIRLWIND
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: MICROPHONE
PRICE: £5.95

Guide your bike through a large wooded area jumping over cars and buses and avoiding monsters. The clock has to

getting your speed right, and picking the most suitable route. It's fun and it'll keep you interested. **CA**

GRAPHICS	5
SOUND	4
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	7



NAME: SIDE VISION
MACHINE: SPECTRUM 16/48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VISIONS
PRICE: £6.95

Space game with three different levels of a line straightforward shoot 'em up

in selected rooms, and a maze level which you must collect a crystal. **CA**

GRAPHICS	3
SOUND	4
EASE OF USE	3
ORIGINALITY	3
LASTING INTEREST	5
OVERALL	4



NAME: BUBBLE TROUBLE
MACHINE: SPECTRUM 48K
JOYSTICK: OPTIONAL
CATEGORY: ARCADE
SUPPLIER: ARCADE
PRICE: £3.50

A type of Pac Man in which you collect treasure from a maze and avoid bubbles. Only novelty is that you can press a key

to reverse direction of bubbles when cornered. But 50 cents is offered. **CA**

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	1
OVERALL	4



NAME: DOOM BUGS
MACHINE: SPECTRUM 16/48K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: WORK PLACE
PRICE: £3.95

You must try to break through a trapdoor while avoiding up eggs and Crab bats in a hopeless attempt at preventing

them turning into lethal red backed Goblins. **CA**

GRAPHICS	5
SOUND	4
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



NAME: PITMAN DRIVE
MACHINE: SPECTRUM 48K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: VISIONS
PRICE: £6.95

The setting is a South African street - you have to reach the surface speeding borders and get clouds by driving

down ladder engaging on to forest. **CA**

GRAPHICS	5
SOUND	3
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	5



NAME: SAM SPADE
MACHINE: SPECTRUM 16/48K
JOYSTICK: STAYSTON/OPTIONAL
CATEGORY: ARCADE
SUPPLIER: SILVERSOFT
PRICE: £3.95

You knock holes in the wall and then hammer the monsters that fall in. But the green and yellow monsters have

to be knocked through more than one layer. Addictive. **CA**

GRAPHICS	5
SOUND	5
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6



SPECTRUM • SPECTRUM

GAME: ASTROPLANE
MACHINE: SPECTRUM 486C
JOYSTICK: COMPATIBLE OPTIONAL
CATEGORY: ARCADE
SUPPLIER: BOMBS
PRICE: £5.99

A Defender-type game with scrolling backgrounds. You have to intercept incoming to a factory while avoiding four types of alien.

Hard to play and not particularly amusing. The graphics could have been a lot more colourful. **CA**

GRAPHICS	4
SOUND	4
EASE OF USE	3
ORIGINALITY	5
LASTING INTEREST	4
OVERALL	4



GAME: CATSPIDE
MACHINE: SPECTRUM 16/486C
JOYSTICK: COMPATIBLE OPTIONAL
CATEGORY: ARCADE
SUPPLIER: VISIONS
PRICE: £5.95

Average version of Cataspide - clear if you're a cataphor, a choice of game.

speeds and a nice fat spider which is easy to hit. **CA**

GRAPHICS	4
SOUND	4
EASE OF USE	5
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	3



GAME: CONKY CRAWLER
MACHINE: SPECTRUM 16/486C
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: MIXED GUY
PRICE: £5.95

For starters ConkyCrawler is a game which is always pretty hope-less on the Spectrum. This one has an epic (but boring)

plotline, and even a (but boring) sound. Not a good buy. **CA**

GRAPHICS	2
SOUND	2
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	2
OVERALL	2



GAME: FREEZEES
MACHINE: SPECTRUM 486C
JOYSTICK: COMPATIBLE OPTIONAL
CATEGORY: ARCADE
SUPPLIER: SILVERSOFT
PRICE: £5.95

New version of the game Freeze - tell the snow men by sliding ice blocks on to them and an alien at the closing time.

Fast and furious action. **CA**

GRAPHICS	3
SOUND	5
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	6
OVERALL	3



GAME: ATTACKZODON
MACHINE: SPECTRUM 16/486C
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: SILVERSOFT
PRICE: £5.95

A very nice translation of Attack Cam. Great fun, colourful and with nice attacking weapons which can only be

destroyed by direct hits. Great fun if you like saving the world. **CA**

GRAPHICS	5
SOUND	5
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	7
OVERALL	6



GAME: 24 FUSION
MACHINE: SPECTRUM 486C
JOYSTICK: COMPATIBLE OPTIONAL
CATEGORY: ARCADE
SUPPLIER: SYNCHRONISE LTD
PRICE: £5.95

Get points by dodging (and dodging) bombs without being caught by you, a bonus boss. The skill is to choose the

right row to because your stepping stones disappear after being used. **CA**

GRAPHICS	3
SOUND	3
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	4
OVERALL	3





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• ZX81 • ZX81 • ZX81

GAME: BUNK BOBBLE
MACHINE: ZX81 + 16K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: ROMEX
PRICE: £4.99

If you've ever flummoxed yourself as the man who wears the startling mask and builds the strongest of a peeing tank's limbs, then it should have given you your's best, right to it.

In Bunk Bobble you must move your man a little. A. from your house on the right hand side of the screen. dash over to the tank and grab the cash. This it



now be a pointed sign and another tank. With the tank, though. However, it is only when you enter the tank or your house that the doors open.

GRAPHICS	2
SOUND	NONE
EASE OF USE	10
ORIGINALITY	7
LASTING INTEREST	5
OVERALL	6

There appears to be a lack of police men on the area around the bank but that doesn't mean that you're going to have an easy time. Someone is throwing tons of money and pills at you.

As ever on the ZX81 the graphics are, at best, exactly what you're getting but they are adequate for the game. **ROMEX**

GAME: GALACTIC TROOPER
MACHINE: ZX81 + 16K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: ROMEX
PRICE: £4.99

Stopping the alien from landing on the earth is hardly an original theme for a computer game, but nevertheless such games keep appearing on the market.

Galactic Trooper is the latest blast the alien offscreen from Romex software. If you accept the graphics, limitations of the ZX81 together with a lack of sound then Galactic Trooper will offer a fast and addictive video type game.

The alien (the first 5 or 6, provided it



calculus. It is only within another day. What a volume is, all the V's begin to not do it on your face. If you are, but you have to avoid the alien as they fall you can then, to avoid the alien.

GRAPHICS	7
SOUND	NONE
EASE OF USE	8
ORIGINALITY	3
LASTING INTEREST	4
OVERALL	4

they make another hit the ground.

There are three levels of play to the game and in the highest level the game does get a little fast. You are so busy concentrating on the falling alien that you usually get a little by the explosion of one that has already crashed.

If you have a bad year (all of ZX81) again games already then Galactic Trooper is a good game. **ROMEX**

• PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT • PCG HIT •

GAME: FORTY NINE
MACHINE: ZX81 + 16K
JOYSTICK: NO
CATEGORY: ARCADE
SUPPLIER: SOFTWARE FARM
PRICE:



GRAPHICS	10
SOUND	NONE
EASE OF USE	7
ORIGINALITY	8
LASTING INTEREST	8
OVERALL	8

When a program for a ZX81 has a cover cover that shows a cartoon character in the Spectrum without any additional hardware you will probably be a little concerned about the limitations of such a character that Software Farm's game does. There's a lot to it, then, then giving full high resolution graphics.

The game takes place in the 1849 Great American Gold Rush and our hero has sailed to the west coast to make his fortune. You must collect as many gold nuggets as you can while avoiding the hounds of the mine.

Any normal person would have paid of a mine with unknown dangers, like rockfalls, but as ever our character had to pick out a relatively big strange monster.

The first monster that my explorer

will encounter is the Golem. This is a very cute looking, mouth on legs, who bounces away on the surface eating away at your mine with pole trying to reach the entrance to your mine. Once it does there it can escape.

Next you face the Giant. This which usually is wandering, a bigger than he is as they have you around him more.

They can even dig through the soil suddenly jumping out in front of you - then you're in a game.

Your mine does have some security after though, the can fire mines who will then a little then way to the surface.

killing any rate they meet on their way. He can also knock out a support causing a small cave-in to block the mine's entrance.

Software Farm allow you to choose your own keys to play the game. There are five controls on all up down left right and knock out a support in practice I found it better to rely on the mines to kill the rats because if you knock out a support the rockfall occurs in front of you and you usually end up running over a yourself.

Forty Nine is definitely a game that shows what your ZX81 can really do and deserves one of those 'I had to keep going back for more' ratings. I wonder when the Spectrum version with sound and colour will make an appearance. **ROMEX**



VIC 20 • VIC 20 • VIC 20

jump into them from below, then you'll quickly put your enemies to rest.

You have four lives, and are faced with different colored aliens who move faster as you progress through the different levels.

There is a life score facility that is updated between games but is not displayed during play, and the action is satisfyingly speedy. If you don't have a memory expansion for your Vic then

this program is probably worth considering.

GRAPHICS	2
SOUND	4
EASE OF USE	3
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	3



when you score points.

Once you've blasted away from the planet surface your ship rises to the top of the screen, and then descends again, to land on another planet. Fighting off a different set of aliens you select your own colour, so much treasure as you can and then blast off again.

This pattern continues until you get bored and switch the machine off. But I can assure you that that won't be for a

very long time.

GRAPHICS	4
SOUND	5
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



to keep you on the hop, but there is also the small matter of a long-standing disagreement between your little man and the Ancient Egyptians.

You know who they are, don't you? They're the aliens who have nothing better to do but swing overhead dropping bombs until you manage them to stop with a quick jab at the S key.

Unsurprisingly, Vic games can now stop discussing about memory add-ons.

Buy this game instead.

GRAPHICS	5
SOUND	5
EASE OF USE	5
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



even. You can pass through them but the ghosts chasing you can't.

There are three ghosts to start with, and these are seen joined by a fourth. They move faster as the game progresses and are very intelligent.

Despite the absence of power pills and wots the ghosts do succeed in adding a new tactical twist that makes Slightly less to play, even if it is a little

unexciting.

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	3



to the first person to wipe out every invader on the screen in *Conquest*.

The choice of movement keys (A and S for left and right, W for up, Z down and Return for fire) is reasonably awkward so if you don't have a joystick you should think twice before shelling out for this game.

The sort of us map go for the sound and the speed, but there isn't much else

here to tempt the insect slayer.

GRAPHICS	4
SOUND	2
EASE OF USE	3
ORIGINALITY	2
LASTING INTEREST	3
OVERALL	3



So the questions are whether makes loads easy not surprisingly. Finally.

The computer's limited range of responses though can become very annoying. Sometimes it punishes you if you get a correct answer. That's just the answer is looking for.

Use it wrong and it sympathises. I'm afraid not. Pretty soon you find the punishing the wrong step on the 'VIC'.

But the main drawback to this program is that it contains only 128 ques-

tions... hardly enough to make a case you will want to return to.

GRAPHICS	NONE
SOUND	NONE
EASE OF USE	2
ORIGINALITY	2
LASTING INTEREST	4
OVERALL	3



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NX • ATARI • LYNX • A



GAME: RAIDERS OF THE LOST ARK
MACHINE: ATARI
JOYSTICK: NO
CATEGORIES: ADVENTURE
SUPPLIER: ROMAN
PRICE: \$9.99

I almost had to rob a bank to pay for my Lynx, but I settled for an overdraft instead. Now Romans have given me the

chance to make up for lost opportunity. But to be honest I wouldn't even rob a puppy bank to pay for this game. Let alone pay for a cat sitting on my pocket!

Your task is to penetrate the defenses of Hovda Bank, steal the gold and escape. There are four screens, each of which you must complete in a race against the clock.

You are given two attempts at each screen and if you succeed you pass on to the next. Like other Roman games the



GAME: ET: THE EXTRA-TERRESTRIAL
MACHINE: ATARI
JOYSTICK: RECOMMENDED
CATEGORIES: ADVENTURE
SUPPLIER: ATARI
PRICE: £25.99

ET is one of the few aliens who are not welcomed to the screen just to be shot

at. Like a pacifist, he is reluctant to be shot at, and as in the film, he needs help to 'phone home'.

You are ET's pal Elliot and your mission is to collect various pieces of junk needed to construct a communication device, so ET can make the call.

ET appears infrequently on the screen with the necessary objects (things like crashhoppers, satellites and tanks



PGA HIT • PGA HIT • PGA HIT • PGA HIT • PGA HIT • PGA HIT



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PAGE 5 INTERNATIONAL

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• DRAGON • DRAGON

GAME: DANGER RANGER
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROCAL
PRICE: £2.95

Danger Ranger from Microcal gives you the opportunity of taking on the role of a space age treasure hunter.

Our striped adventurer starts the quest in the Chamber of Pools, made up of a conventional platform.

You have to collect 10 rings, one being located at the end of each platform.

The ladders are floating arms which move up and down at the edge of the platform firing shots at your man. The two other for comfort, Danger Ranger can jump over or duck the shots and he can always shoot them with his own



laser and send them floating to the floor of the chamber. He must also look out for moving eyes and independent bats.

On completion of level one our hero is transported to the next chamber. Now the Ranger can collect treasure chests while avoiding drops of deadly acid which fall from the ceiling and run from the floor.

GRAPHICS	7
SOUND	7
EASE OF USE	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6

As if that wasn't enough to discourage you, there are a number of demons in the chamber who as the game progresses require to a greater number of shots to kill them.

Microcal should have a winner on their hands with Danger Ranger. A simple game to play but one that it will take you a lot of practice to master. It took me a good hour to get on to level three. But a practice mode is included to allow you to see each level without getting killed.

ENC

GAME: HUG HEAD
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROCAL
PRICE: £2.95

If you have been down to the arcade recently you may have seen a game called *Hug Head* that is becoming very popular. Also known as *Dragon Data's* version, in the arcade game you jump around a chessboard and avoid changing the colour of the blocks you land on. In *Hug Head* the pyramid has been turned into a rectangle but the idea of the chessboard is the same.

Jumping around a load of cubes doesn't sound too bad, it's when you realise that there are number of things around that the trouble starts. Jumping



into the blue flag or a monster called Dops will score extra points but it found that they jumped on me first.

Spring also lives on the blocks and he doesn't seem to take too kindly to you jumping around changing the colour scheme. Spring is very smart and takes the shortest route to your position killing you whenever the opportunity

GRAPHICS	8
SOUND	7
EASE OF USE	6
ORIGINALITY	2
LASTING INTEREST	5
OVERALL	6

arises.

You are given a couple of blue spheres to roll you in your cube colouring. Jumping onto one of these will transport you back up to the top of the screen. And if you can reach Spring you'll follow up a 300 point bonus is added.

Hug Head isn't a very simple game but it is a challenging game to play. It appears to be an easy game that you blame yourself for being killed which leads to a score as low as I'll do it next time! Buy it and drive yourself nuts.

ENC

GAME: DUEL ASSAULT
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROCAL
PRICE: £2.95

As ever you are in command of the last fighter and have been given the task of defending the city.

But even though the enemies may sound smaller the enemy isn't. Instead of the usual galactic being intent on destroying the Earth, the Droid is much less surprisingly unleashed the hordes of Hell.

You are given a choice of six skill levels which determine both the start level and the type of missile fired by your ship. Some missiles give a missile that has straight up. Others allow you to move the missile left or right with the



joystick. Something that I found very difficult because when you concentrate on guiding your missile in a direction your main missile ends up underneath everything around.

Droid Assault has three attack waves. First on the attack are vampires but instead of blowing up when hit they split into two to cause twice as much trouble.

Next comes the Cloud Robots. These

GRAPHICS	7
SOUND	7
EASE OF USE	6
ORIGINALITY	4
LASTING INTEREST	5
OVERALL	6

march down the screen dropping bombs as they go.

In the final wave the cute looking Spinnings appear. They bounce around the screen trying to stop on your base. When hit a Spinning may release a little Spinning which tries to hit you as the top of the screen.

Droid Assault is basically just another shoot 'em up game with some original names. All the graphics are large and well animated. A pleasant change from the usual character sized shoot 'em ups impossible to hit. A very playable game albeit in a questionable taste.

ENC

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GAME: SHUTTLEFAP
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: DRAGON DATA
PRICE: £12.95

Dragon Data claims that ShuttleFap is a futuristic fast action fun game that talks. Don't believe a word of it. The so called speech is totally meaningless.

and the action is slow and extremely boring. At just under £13 this package is a rip-off. **SNC**

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	3



GAME: SPACE RAIDERS
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROBIAL
PRICE: £3.00

You can choose to be a Rookie, Master or Expert in Microbial's version of the ever popular Space Raiders. *Simple*

With the mystery-sounding graphics a **SNC**

GRAPHICS	4
SOUND	3
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	3



GAME: CLARKSON
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: MICROBIAL
PRICE: £3.00

Clarkson gives the Dragon 32 owner a chance to play a good copy of the arcade game in home. The graphics of the

through up and bombing aliens are rather small and hard to hit. **SNC**

GRAPHICS	3
SOUND	4
EASE OF USE	3
ORIGINALITY	1
LASTING INTEREST	3
OVERALL	3



GAME: WHYSTYL RAY
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: DRAGON DATA
PRICE: £12.95

Whystyl Ray is based on the arcade game Scramble, the action being in

played by a helicopter. **SNC**

GRAPHICS	3
SOUND	3
EASE OF USE	2
ORIGINALITY	4
LASTING INTEREST	2
OVERALL	2



GAME: TRACE RACE
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: ARCADE
SUPPLIER: CABLE SOFTWARE
PRICE: £3.75

This is an adventure up the old Snake River. You have to guide a line through a grid, avoiding the obstacles placed in

your way by the computer. Graphics and sound are both pretty dull. **PC**

GRAPHICS	3
SOUND	3
EASE OF USE	4
ORIGINALITY	4
LASTING INTEREST	3
OVERALL	4



GAME: DIGITAL
MACHINE: DRAGON 32
JOYSTICK: NECESSARY
CATEGORY: SIMULATION
SUPPLIER: MICROBIAL
PRICE: £3.00

A two player game of pool which offers some very sophisticated features such as allowing you to put spin on the cue ball just like the real game. If you are not a

pool fan you may find the game a little slow. **SNC**

GRAPHICS	2
SOUND	3
EASE OF USE	2
ORIGINALITY	5
LASTING INTEREST	5
OVERALL	5



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1. **Identify the main idea of the passage.** The main idea is that the author is discussing the importance of maintaining a healthy diet and exercise routine to prevent chronic diseases.

1999

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1. The first step in the process is to identify the problem or issue that needs to be addressed. This involves gathering information and understanding the context of the problem.

... 61 62

012011

There is a growing trend in the United States to use the term "diversity" to describe the presence of people from different backgrounds, cultures, and ethnicities in a group or organization. This trend is reflected in the use of the word "diversity" in the title of the book, "Diversity in the Workplace." The book is a collection of essays that explore the challenges and opportunities of creating a diverse and inclusive workplace. The authors are experts in the field of diversity and inclusion, and their insights are valuable for anyone who wants to create a more inclusive and productive workplace.



1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

There is some evidence that the use of the word "and" in the sentence "I am a doctor and I am a nurse" is more likely to be used by people who are in the medical profession than by people who are not. This is because the word "and" is used to connect two related concepts, and in the medical profession, being a doctor and a nurse are related concepts. In contrast, in the general population, being a doctor and a nurse are not related concepts, so the word "and" is less likely to be used.

44 75

Figure 1

The authors are very grateful to Dr. J. H. Duerksen for his helpful comments on the manuscript.

Received July 10, 1986

Accepted September 17, 1986

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Figure 1 consists of four bar charts labeled (a) through (d), each showing the percentage of respondents for different age groups across various demographic categories. The age groups on the y-axis are 18-24, 25-34, 35-44, 45-54, 55-64, and 65+.

- (a) Gender:** Shows the percentage of respondents for each age group, categorized by gender (Male and Female).
- (b) Education:** Shows the percentage of respondents for each age group, categorized by education level (High School, Bachelor's, Master's, Doctorate).
- (c) Income:** Shows the percentage of respondents for each age group, categorized by income level (Low, Middle, High).
- (d) Employment:** Shows the percentage of respondents for each age group, categorized by employment status (Full-time, Part-time, Unemployed, Retired).

Keywords: *U.S. Army; organizational culture; organizational change; organizational development; organizational learning; organizational research; organizational theory; organizational behavior; organizational communication; organizational management; organizational strategy; organizational structure; organizational design; organizational performance; organizational effectiveness; organizational success; organizational failure; organizational innovation; organizational adaptation; organizational resilience; organizational sustainability; organizational responsibility; organizational ethics; organizational governance; organizational leadership; organizational motivation; organizational commitment; organizational loyalty; organizational identity; organizational reputation; organizational image; organizational brand; organizational culture change; organizational culture development; organizational culture research; organizational culture theory; organizational culture behavior; organizational culture communication; organizational culture management; organizational culture strategy; organizational culture structure; organizational culture design; organizational culture performance; organizational culture effectiveness; organizational culture success; organizational culture failure; organizational culture innovation; organizational culture adaptation; organizational culture resilience; organizational culture sustainability; organizational culture responsibility; organizational culture ethics; organizational culture governance; organizational culture leadership; organizational culture motivation; organizational culture commitment; organizational culture loyalty; organizational culture identity; organizational culture reputation; organizational culture image; organizational culture brand; organizational culture change; organizational culture development; organizational culture research; organizational culture theory; organizational culture behavior; organizational culture communication; organizational culture management; organizational culture strategy; organizational culture structure; organizational culture design; organizational culture performance; organizational culture effectiveness; organizational culture success; organizational culture failure; organizational culture innovation; organizational culture adaptation; organizational culture resilience; organizational culture sustainability; organizational culture responsibility; organizational culture ethics; organizational culture governance; organizational culture leadership; organizational culture motivation; organizational culture commitment; organizational culture loyalty; organizational culture identity; organizational culture reputation; organizational culture image; organizational culture brand*

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Make your own games – for the fun of it, says Joff Minter, the brains behind Llamasoft

DO-IT-YOURSELF DESIGNING

The last thing you'll ask is: why should I design new games when I can buy them? The answer isn't if you are a keen gamer; player that you bought your move because of its game-playing capability. Doubtless you saw *Ultimate* games of *Asphalt* or *Atari's* *Conquest* being played and looked forward to many more of such to market.

There is just that post-production space once you decide to buy some software. After *Rocky* or *Krull*, *Kemp's* *Affairs*, *Star* or *Knightrider*—? The common sense at the moment is a bit like the music industry: many software companies promising their programmers that pop stars. However, think how long it would be if up-and-coming new bands simply recorded versions of *Barry Manilow's* *Greatest Hits*. The video game industry, like the music industry, cannot survive just by copying established successes. We need new talent.

There are many advantages to doing your own designing. Consider that an arcade game is designed with special card game hardware in mind – usually such games lose much in the transition to home games.

When designing an original game, you can do things with your own programming limitations or not! No matter if you don't know machine code! If you design your idea around the limitations of basic, you can still produce playable, creative games.

In play, your friends are more likely to enjoy an original, rare and challenging game than a badly recognizable and slow version of an arcade game. No one can say 'The fourth screen is missing' or 'delete your game for shuffling' from the arcade original because your game is the original.

Most importantly, games designed in this way can turn the wildest ideas into games critics praise based on your friends' success relative to even your favorite animals. Vapourware your head, master coder!

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Step 2: Get Your Feet This is simple, really, not too difficult! Don't try and force it; allow a good idea will pop quite spontaneously (into your head). You're not limited to outer space! Drive on everyday life where there are plenty of potentially amusing situations — my love, *Home Depot*, was a constant.



"If you have too many moving objects the game will be slow. Is the extra flying teaspoon necessary?"

while staring at a neatly mowed lawn with a dog sitting on it, a rainy morning. It's difficult to turn this potential scene into the horticultural tableau portrayed in that scene.

Keep a notebook handy to jot down any good ideas. Making plans of various sorts can always demand considerable time and effort.

Talk your ideas over with another person, preferably a keen player. You can work sparks off each other, increasing possibilities the other may have missed.

Step 2: Make/Market Merge: Once the idea is established start thinking how you're going to put it into action on your machine. At this stage you will adjust your idea so that it fits your machine's shaping capabilities and your own

If you're going to use *float* and yourself, how fast does it need to be? The major limitation of *float* is the speed of memory objects. If you have a

many or they are too large, the overall game speed will be slow. Perhaps you could get by with two bounding spheres instead of four? Perhaps the rotating timestamp isn't really necessary? Don't be discouraged! I've seen very good games with only one or two more constructs on screen.

You will naturally have to consider the memory limitations of your micro. You probably won't get a 16-screen-spice on a 386 machine! Decide how much memory you are going to give to graphics data. Let our dollar-dream characters take up about half a K.

Step 1: Go For Graphics Here is where the real fun begins. Set down and design the graphic image you're going to use. If you have a machine with options or user-defined characters, invest in a good character/option editor program (see this is a great aid to producing good-looking results). Don't worry if you're unsure at drawing pixel graphics are different and much easier than I can produce a reasonable one.

Set up simple loops from basic to animate your sprites or characters. You may discover your code has a loop, or your final master needs an extra panel on that end of his rope. Get your graphics looking right then save them. You're having to do all your graphics because you missed the tape by accident, is not what

Step 4: Write the Reader! You should now know how your game will be coded and how all the graphics will be set up. You can now get on and write the game - but do it in an organized manner! A program written in a hurry is a hassle to debug. A good game has three major sections: Initialization, Execution, Ter-

Initialization This is the area of code which sets scores to zero, defines screen colours and paints up the play area. It is the first thing to run and should prepare the system for the game proper. It should print up titles and if necessary allow for instructions to the players and demand to enter the name.

Exercise: This is the cost of the game. A good Exercise module might look like this:

[illegible]



As you can see, not much code! The secret of good games programming is to use lots of discrete sub-routines instead of one big debugging snarl you believe propels you to the next. Get your job done progressively before you find it too big to handle. Make the initial account book gain work properly before they start using that feature board.

By using self-contained modules like this, bugs are very easy to trap. You can selectively drop modules until the bug disappears, then adding the faulty module in. Any good commercial programmer works in this way.

Termination: This section does things like printing scores, saving money etc. checking for high scores and perhaps entering them in a table, and asking if you want another game. The more info and promises you can put into its instructions and Termination: the more professional your results will look. Don't worry about these if you haven't much money though. It's the game that's most important.



General Advice On Programming

Use the full colour capabilities of your particular machine. People like to be to see nice bright colours in video games. For example, don't use green to mean an on-screen object (Dragon) when you can go to enough green whilst using just a few programs. It's better than the CHAMEL or open-and-white on the VIC. Get away from the standard colours, a different screen adds interest to a game.

Also, getting away from the standard should apply in other areas as well. If you have sufficient memory, define an alternate character set. Don't be tempted to punch into from other people's games. An original and appealing character set helps keep your originality in the game as well as looking neat onscreen.

If your micro has sound facilities, for better or for ill, use them. The disappointment of an otherwise excellent game the opening makes a most like a flower and shooting on enemy tanks is not successful. Use the audio effects they really sound good. Try these techniques: tap drums, first of full volume then at two thirds, then at one third. Echo effects are simple to program and are used successfully by professional sound designers.



'Once your game is finished, you should give it a thorough testing. Do the snakes spit often enough?'

Perhaps you're a lover of power, one play or read music? If so, these times for your games really enhance the enjoyment of play. A quick blast of music at the end of an attack wave really puts down well. If you're using games make sure you don't underline the copy right on any tape to you. Most games with good sound processors provide a very helpful table of musical note values for you to use.

The Final Step: Testing, I, II, III

Once your game is finished, you should give it a thorough testing. Set and play it for a long time. It is at this stage that you should check your game to maximum play ability. Perhaps your game moves too fast? Maybe your game moves too fast? (Do the snakes spit often enough?) You will adjust delay loops, scoring values and the like during this final phase until your game looks right.

It is essential that a designer has a good feel for a game. This can only be developed with time, and by playing a lot of games. Spend time in analysis and playing games on your micro eventually you will intuitively know the difference in feel between a good game and a bad one.

Get other players to try your game, preferably people who are not into it before. They'll play it in different ways and perhaps by these different styles of play expose lurking bugs you may have missed. They will also provide an indication of the difficulty you may find the first time may be too difficult if it's too easy. Perhaps total reverses need an easier last wave.

As a commercial designer I can reach for the bottom of this approach. My new games are play-tested by several for at least a week, and on several occasions bugs I did not suspect have turned up.



The Future

You may well find that you have a natural flair for designing games. Good, you will be the video star of the future! At the moment the emphasis in the industry is on programming skill and who can produce the best made copies. However, the days of the school kid programmer are numbered. Machines are getting more complex, with features such as sprite graphics making the programming of games a much more difficult task.

In a few years time the attitudes will have moved on into hardware and true 3D systems suitable for home adaptation, and fast games languages coupled with hardware sprite, graphics and sound generators for an advance of today's best will make programming (maybe) easy or just plain simple enough for anyone to achieve.

With machines doing more for you the emphasis will shift from programming skills to design skills. Teams of game designers will use graphics, sound and become common perhaps even putting individual followings like pop groups.

The future will be a great time for the game designer, allowing creativity in a totally new environment making links out of the net of realism ongoing today while there's still time. We are, on the edge of a whole new art form where the only boundaries are those of the imagination.

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Lines 18-76 display the world and screen. 76-110 give a full screen and display. 110-150 set up display. 150-200 set up display. 200-250 set up display. 250-300 set up display. 300-350 set up display. 350-400 set up display. 400-450 set up display. 450-500 set up display. 500-550 set up display. 550-600 set up display. 600-650 set up display. 650-700 set up display. 700-750 set up display. 750-800 set up display. 800-850 set up display. 850-900 set up display. 900-950 set up display. 950-1000 set up display.

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ANALYTICAL DATA: IR (KBr) 1708 cm⁻¹; ¹H NMR (CDCl₃) δ 7.6-7.9 (m, 4H), 7.2-7.4 (m, 4H), 6.8-7.0 (m, 2H), 6.4-6.6 (m, 2H), 6.2-6.4 (m, 2H), 5.8-6.0 (m, 2H), 5.4-5.6 (m, 2H), 5.2-5.4 (m, 2H), 4.8-5.0 (m, 2H), 4.4-4.6 (m, 2H), 4.2-4.4 (m, 2H), 4.0-4.2 (m, 2H), 3.8-4.0 (m, 2H), 3.6-3.8 (m, 2H), 3.4-3.6 (m, 2H), 3.2-3.4 (m, 2H), 3.0-3.2 (m, 2H), 2.8-3.0 (m, 2H), 2.6-2.8 (m, 2H), 2.4-2.6 (m, 2H), 2.2-2.4 (m, 2H), 2.0-2.2 (m, 2H), 1.8-2.0 (m, 2H), 1.6-1.8 (m, 2H), 1.4-1.6 (m, 2H), 1.2-1.4 (m, 2H), 1.0-1.2 (m, 2H), 0.8-1.0 (m, 2H), 0.6-0.8 (m, 2H), 0.4-0.6 (m, 2H), 0.2-0.4 (m, 2H), 0.0-0.2 (m, 2H).

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There are two types of attack, the slower but more powerful one, and the faster but less powerful one. The slower one is the "Heavy" attack, which, although not doing much as you can't jump, your heavy attack can be used to break through an enemy's guard.

Your "heavy" is shown at the top of the screen and your "light" is shown at the bottom. Your heavy attack is replenished when your heavy hits 1000 GPs.

DETAILED DESCRIPTION

1. Key: 10: 1000 GPs (1000 GPs, and 1000 GPs)

110: 100 GPs (100 GPs)

120: 100 GPs (100 GPs)

130: 200 GPs (200 GPs)

140: 100 GPs (100 GPs)

150: 200 GPs (200 GPs)

160: 100 GPs (100 GPs)

170: 100 GPs (100 GPs)

180: 100 GPs (100 GPs)

190: 100 GPs (100 GPs)

200: 100 GPs (100 GPs)

210: 100 GPs (100 GPs)

220: 100 GPs (100 GPs)

230: 100 GPs (100 GPs)

240: 100 GPs (100 GPs)

250: 100 GPs (100 GPs)

260: 100 GPs (100 GPs)

270: 100 GPs (100 GPs)

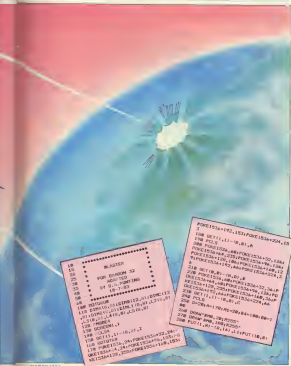
280: 100 GPs (100 GPs)

290: 100 GPs (100 GPs)

300: 100 GPs (100 GPs)



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● **DRAGON** ● **DRAGON**

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[illegible][illegible][illegible][illegible]

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34 WALDEN AVENUE, CHISLEHURST, KENT

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• **DRAGON • DRAGON**

[illegible]

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DANGER, DANGER, "*****" THE
FOR I HAVE NO
THE PRINT= "*****"
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I HAVE TO CONTROL =
FROM PRINT= MOVEMENT AND SPACE
TO FIGHT=
FROM PRINT= THE POSITION-ORIENTED
FROM PRINT=
FROM PRINT,PRINT=

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TIMES OF ALARM."
 LEAD PRINT: LINE SCORER HERE. DASH
 THE SCORER.
 LEAD PRINT:PRINT THE ALIENS ARE
 MOVING TOWARD THE
 LEAD PRINT: SEARCHED THEY ARE TO E
 RETAIL.
 LEAD PRINT:PRINT PRESS SPACE TO
 CONTINUE.
 LEAD RUN: YES-IMMEDIATELY STOP-- THEN
 LEAD
 LINE CLIP:PRINT FOR EVERY LEAD
 PRINTS SCORER
 LEAD PRINT: AN ALIEN WILL SHOW
 ON THE COR. LINE.
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 MAKE US DISTURBED TO MAKE
 RUN
 LEAD PRINT:PRINT:PRINT PRESS M
 AND TO CORRUPT NAME
 LINE LINE:PRINT--IMMEDIATE
 DATE 18

Teleprogrammes from the Bank 'The Story of the 100 Nations for the Young' published by Pearson Longman World and Country Reference.



STAR SOCCER



¹ <http://www.fishbase.org> provides results that identify and record beneficial

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[illegible]

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1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

Self-Administered HIV/AIDS Risk Reduction

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I have nothing but praise for the contribution with nature. It attests the simplicity of the Dragon will. Has plenty of treats and is well-being trapped."

1. *Journal of the American Medical Association*, 1997; 277: 1033-1038.

Effect on a female parent	Regulatory
enhances	
inhibits	

¹See, e.g., *United States v. Gurnea*, 199 F.3d 1005, 1010 (9th Cir. 2000) (affirming conviction for possession of a controlled substance where defendant's "intent to distribute" was inferred from the quantity of drugs found on him); *United States v. Williams*, 199 F.3d 1005, 1010 (9th Cir. 2000) (affirming conviction for possession of a controlled substance where defendant's "intent to distribute" was inferred from the quantity of drugs found on him).

— The ideal place in the water right now is
Florida's beautiful beaches.

[illegible]

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the name to remember

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SPRINT complies to a subset of standard C language but it which Dragon native strings, for real loops, in fact imitates everything except floating point arithmetic and associated commands. All C's standard strings and the Dragon standard graphic commands are fully supported.

The Technique used is based on the approach used in C-C-B-D Pascal where the basic programs is first reduced to intermediate code and then translated using a run time package which is saved with the rest of the compiled program.

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- Sprint is designed for ease of use and comprehensive manual included
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- All Oasis products are covered by a lifetime guarantee

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- CODEFLUX, GUNION and SOURCE simultaneously support for a new development language and data base driver
- Very rapid compilation. Source can compile the product more rapidly than C-compil
- Fully recursive
- Support console and sample programs including student robot demonstration techniques for simulating bus system functions such as GSP and GSP2

OASIS SOFTWARE, Alexandre Pons
Narbonne Super Mare, Avon 83570 107
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DRAGON 32



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- Simultaneous text and graphics
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- Opening move library
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- Will adjudicate games between humans
- Very high standard of play
- Professional packaging and lifetime guarantee

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Dragonchess is available from small good software stores.



*... I thought this was an excellent version of the game. Wellworth buying. (Home Computer Weekly)

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Intelligence in code.

ODORE 64 • COMMODORE

GENERAL DESCRIPTION

In this game, you must guide a balloon around a maze, trying to reach the top left hand corner of the screen. There are 3 separate mazes. When the second maze is completed, an earthquake effect is introduced to make the game even harder.

You could replace one of the game mazes with one of your own and challenge a friend to complete it.

BALLOON

DETAILED DESCRIPTION

Lines: 1 - 50 Goto parameters and arrays

1050 - 1070 Print boxes to top left corner

2080 - 2120 Print title screen

2130 - 2250 Joystick or Keyboard?

4000 - 4030 Game over

5000 - 6000 Read joystick or Keyboard and move balloon accordingly

7000 - 7000 Read data into game

7100 - 7400 Set up \$10

8000 - 8030 Suppression of collision

9000 - 9100 Earthquake effect for higher levels

9500 - 9630 Screen finished, give bonus

10000 - 10099 1st Screen

10500 - 10599 Updrtn score line

11000 - 11100 End screen

20000 20100 Sprinkle

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The image shows a document page with a grid of text boxes. The text is mostly illegible due to blurring and low resolution. The layout appears to be a form or a table with multiple columns and rows of text. The text is arranged in a structured manner, with headings and sub-headings visible. The overall appearance is that of a scanned document, possibly a form or a report, with a focus on the text content within the grid.

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A specific level of vitamin gamma, often referred to as antioxidant, is found in the body. It is found in the body in the form of an antioxidant, which is a substance that prevents the oxidation of other substances. It is found in the body in the form of an antioxidant, which is a substance that prevents the oxidation of other substances. It is found in the body in the form of an antioxidant, which is a substance that prevents the oxidation of other substances.

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5. WOODROW LAMBLE—The Count has fallen victim to a French's come-what-you-can try to outwits. There he has, with you the only possible hope. Will you put all it means, to a far more clever for the count? (Lambert) (with audience)



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Abstract



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¹ Available to: Internet via Systems Ltd, 120 West Street, Chesham, Bucks HP8 4NR.
² Various 1990-1991 and 1992-1993.



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Journal of Internal Medicine 247: 395–402

PUZZLES • PUZZLES •

BRAIN PENETRATOR

The practical secretary and treasury of three computer clubs. The people in all clubs play a game of *Penetrator* on their spare time. Natural is the highest score from ten clubs, but her goal is lower than those of the highest scores from the other two clubs.

Jimmy gets the lowest score of any president, but it's higher than those of the lowest scoring secretary and treasurer. Two top people scored the same.

So who scored the plus - (minus) or (plus)? Or can't you tell?

PEEK PUZZLE

I've just bought a Spectrum and Alexander told I can't work out how you enter the commands PEEK and POKE.

It's simple and I think with a switch. Each use a simple key. PEEK and POKE are KOPS.

By your, you're right? or, oh no! Alexander, after a second's thought, PEEK and POKE are keys. Look! He wrote out an addition sum like this:

PEEK
+POKE
KOPS

You just have to substitute each letter for a different number. And if K is greater than P, there's only one solution.

What is it?

INKY MYSTERY

A page of computer printout is, for some stupid reason, printed without and pressed on to another sheet the same size so that both sheets are marked with the ink all over.

Now, even more strangely, the first sheet is folded several times into a smaller shape and placed on the second sheet so that no part of it overlaps the edge.

The question is, is it possible that at least one point on the folded sheet will still be directly above the mark it made on the original sheet? Can you prove it?



BUG SPOTTING

Take a square at the program below. Is it a badly written program at putting the computer to add together all the numbers from one to 100.

As it stands, the program will give the wrong answer but it can be debugged without deleting anything, by

simply inserting a single character or number. How?

10 DIM T=0
FOR I=1 TO 100
20 LET T=T+I
30 LET I=I+1
40 LET T=T+I
50 LET I=I+1
60 IF I=100 THEN GOTO 40
70 PRINT "TOTAL=" T

ADVENTUROUS ANAGRAMS

By rearranging the letters below you can produce characters or animals which you could come across in an adventure game. Some letters have already been put in the right places to help you.

(1) _ _ _ _ G _ _ _ THINK
(2) _ _ _ _ N _ _ _ PRISON
(3) _ _ _ _ _ _ _ _ ON SIGHT
(4) _ _ _ _ G _ _ _ CARABO
(5) _ _ _ _ _ _ _ _ BANG
(6) _ _ _ _ _ _ _ _ GLEAM
(7) _ _ _ _ _ _ _ _ ENIGMATIC
(8) _ _ _ _ _ _ _ _ DRAC

ANSWERS AT THE BOTTOM OF THE PAGE

Apple II	100
Atari 400	100
Atari 800	100
Commodore 64	100
IBM PC	100
Macintosh	100
MS-DOS	100
OS/2	100
Unix	100
Windows	100
Xenix	100
Amiga	100
Atari ST	100
Commodore 128	100
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Apple II	100
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